Research Report

Gambling Involvement and Problem Gambling in Manitoba

April 2002

ADDICTIONS
FOUNDATION
OF MANITOBA

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Gambling Involvement and Problem Gambling in Manitoba

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Addictions Foundation of Manitoba

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Addictions Foundation of Manitoba

The Addictions Foundation of Manitoba is responsible for providing rehabilitation and prevention services for Manitoba citizens relating to substance abuse and problem gambling. The aim of our research program is to better inform rehabilitation practice, public education and health policy. Research fostered by the Foundation contributes to a better understanding of how individuals, families and communities can most effectively respond to harm associated with substance use and gambling.

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Executive Summary

The mandate of the Addictions Foundation of Manitoba (AFM) includes informing the public and policy makers about the prevalence of problem gambling, including the identification of risk groups. In an effort to provide services that are designed to meet the needs of specific populations, the AFM conducts research into levels of gambling activity and characteristics of those experiencing harm associated with gambling. This report provides an overview of findings from two studies conducted in 2001. The first was a survey of over 4,500 students sampled from a cross-section of Manitoba high schools. The second was a survey of over 3,000 adults sampled randomly from across the Province.

Youth Gambling Patterns

- 50% of all students said they had gambled or bet on something in the last 12 months. This could range from informal betting on sports games with friends to organized gaming such as bingo, lotteries, or VLTs.
- 17% of all students said they had played lotteries in the last 12 months. Of these, 71% were under 17 years of age at the time (about 12% of all high school students).
- 15% of all students said they had played Sport Select in the last 12 months. Of these, 79% were under 17 years of age at the time (about 12% of all high school students).
- 15% of all students said they had played either VLTs or slot machines in the last 12 months. Of these, 48% were under 17 years of age at the time (about 7% of all high school students).

Youth Problems with Gambling

- Relative to other issues, students did not see gambling as being a major problem at their schools.
- About 3% of high school students report that their gambling has been a moderate or serious problem for them.
- About 7% said they had moderate or serious problems resulting from involvement of other family members in gambling.

Adult Gambling Patterns

- 85% of adults gambled in one form or another over the past year. The rate is 42% if we exclude those who only played lotteries, raffles or infrequent bingo.
- The most common forms of gambling are lotteries (61%) and raffles (59%). 28% played VLTs in the past year, and 24% played casino games (mainly slot machines).
- Older gamblers, those from lower income households, and those from First Nation groups were more likely to spend over 10 hours per month on gambling than others.
- Older gamblers, those from lower income households, males, and those from First Nation groups were more likely to spend over $100 per month on gambling than others.

Adult Problems with Gambling

- Using the Canadian Problem Gambling Index, we estimate that 2.3% of the adult population are 'moderate risk' gamblers and a further 1.1% are 'problem gamblers.' In other words, about 3.4% of Manitoba adults could benefit from problem gambling counseling.
- This rate can also be expressed as 8.0% of Manitoba adult gamblers excluding those who only play lotteries, raffles or infrequent bingo.
- Using the South Oaks Gambling Screen (SOGS) the 1995 rate of 'pathological gambling' in the Manitoba population was estimated to be 1.9%. We estimate the 2001 rate to be around 2.3% - a minor increase.
- Male gamblers, adult gamblers under 25 years of age, and those having household incomes under $30,000 per year appear to be more at risk for having problems from their gambling than others.
- Similar to the high school student rate, about 8% of Manitoba adults report being affected negatively by someone else's gambling. Men tend experience problems because their friends are gambling, whereas women are likely to have such problems with family members.

Adult Awareness of Resources

- One-quarter of all respondents—including both gamblers and non-gamblers--did not know where to go or where to refer someone else for help with gambling problems.
- Respondents who could name a source of assistance were by far most likely to identify the Addictions Foundation of Manitoba. 40% of all respondents named the AFM in this regard.
- This is a substantial increase from earlier years and continues a pattern of rising awareness of the AFM among Manitobans.
- Nevertheless, those respondents who were themselves experiencing problems with gambling were less likely to identify the Addictions Foundation of Manitoba. Of these, only 30% named the AFM.

Conclusions

- Given the prevalence of gambling among high school students, prevention and education efforts in the area of gambling problems need to target, at a minimum, middle year schools.
- The population profile of those having problems with gambling is somewhat different from those that seek help. Follow-up research is needed to reach and effectively work with people from the full range of at-risk gamblers.
- Efforts to develop information and programs to support those affected by other people's gambling need to be expanded.

Introduction

The profits from gambling activities provide substantial financial support for provincial health programs and other services. In general, Manitoba's population seems to have accepted gambling as a form of entertainment. Despite these benefits and widespread acceptance, gambling carries the risk of unintended consequences. One of these unintended consequences is that some people are unable to control their gambling, and eventually place themselves and their families under great financial strain due to their losses. This report intends to present an overview of gambling activity in Manitoba, including estimations of the economic, social and mental health impacts. Our analysis is based on two large-scale surveys that were conducted by the Addictions Foundation of Manitoba in the spring and summer of 2001.

With increased gambling opportunities available to the population there is a concomitant increase in the number of problem gamblers (Griffiths, 2000). Financial data available from the Gaming Control Commission show increased revenues over the last few years, suggesting that either more people are gambling, or that the people who are gambling are spending more. Either way, this may put some people at increased risk for becoming problem gamblers.

With the increased availability of gambling, and the apparent social acceptance of this activity, certain individuals or social groups may be more at risk for developing problems related to gambling, due to their inability to control their expenditures. For example, a recent report from Ontario indicates that there are high rates of gambling problems among young Ontario adults, especially males (Wiebe, Single & Falkowski – Ham, 2001). Moreover, there is now clear evidence that the majority of teenagers gamble, and that early involvement in gambling is associated with gambling problems later in life (e.g., Volberg, 1993).

As the Crown Agency within the province mandated to provide services related to problem gambling, the Addictions Foundation of Manitoba has a role in addressing the harm associated with gambling through research. Therefore we conducted two surveys in 2001 that included gambling questions. These surveys form the bulk of the data that will be presented in this report.

The first survey included questions about the prevalence of gambling among high school students. From this study we have over 4,500 student responses to questions about gambling and other activities. The second survey involved a random sample of 3,119 Manitobans using telephone interviews. In this study we asked specific questions about gambling behaviour, problems with gambling, and demographic characteristics.

Youth Survey Methodology

The attitudes and behaviours described in this report were measured using a survey developed by the AFM and Proactive Information Services Inc. The data were collected in a manner that would allow us to make valid comparisons with the previous alcohol and drug use surveys. However, some questions were added to gather additional information on gambling and risk perception. As a result, some previously asked questions were omitted in order to keep the survey at a reasonable length.

Description of the Sample

Thirty-two schools participated in the survey as a result of their involvement or interest in AFM programs. Altogether approximately 14,000 students attend these schools. From this total population, we randomly selected a sample of 4,680 students. Table 1 gives a regional breakdown of the schools and the sample.

Table 1 Regional distribution of the sample

Region	Schools	Sample Students	Percent
Winnipeg	5	823	17.6
Brandon	3	499	10.7
Thompson	1	220	4.7
Rural Areas	23	3138	67.0
Total	32	4680	100.0

Packages with instructions for principals and teachers, and the required numbers of questionnaires for each student were mailed to participating schools in April 2001. This approximates the timing during the school year of the previous surveys. Of the 6,650 questionnaires that were sent, a total of 4,680 completed questionnaires were returned. This represents a response rate of 70.4%.

The sample was stratified by grade level, and the sample size was determined by the intention of reaching a 95% confidence level with a margin of error of ± 5% for each school. However, in small schools the total population was sampled, since the required sample would almost reach this number. For all the schools combined, as described in this report, we have 99% confidence that the data are accurate with a margin of error of ± 1%.

Sample Profile

The demographic characteristics of the sample are presented in Table 2. The sample is 49.5% female, and 50.5% male. The average age is 16.7 years. A breakdown of the number of students' usual marks and the number of days of school missed by each student in the last year is also presented in Table 2. Females were more likely to have missed more days of school; males were more likely to have lower marks.

Table 2 Demographic characteristics of the high school sample by gender

Demographics	Male	Female	Total
	(N = 2354)	(N = 2311)	(N = 4680)
Mean Age	16.8 yrs	16.7 yrs	16.7 yrs
Grade level (%)			
Senior 1	25.0	24.1	24.6
Senior 2	26.5	25.1	25.8
Senior 3	24.9	23.8	24.3
Senior 4	22.9	26.4	24.7
Usual grades in school			
A	24.7	38.3	31.4
B	30.2	32.0	31.1
C	28.1	20.5	24.3
D	14.6	7.9	11.3
F	2.4	1.3	1.9
Number of days missed this year			
None	5.8	3.2	4.5
1 – 5	41.0	40.1	40.5
6 – 10	27.3	29.2	28.2
11 or more	25.9	27.4	26.7
Length of attendance at this school			
Less than 6 months	3.1	2.7	2.9
Six months to one year	23.4	22.3	22.9
More than one year	73.5	75.1	74.2

Note: Fifteen students did not report their gender.

Adult Survey Methodology

The student survey provides information about young gamblers in Manitoba. The bulk of this report will focus on adult gambling in Manitoba and the frequency of use of the various types of gambling opportunities. In July 2001 the Addictions Foundation of Manitoba (AFM) contracted a research company to collect data on the prevalence of various gambling activities in the province. Just over 10,000 adults over the age of 18 were asked for their views on gambling in the province, almost 6,000 preferred not to complete the interview, a response rate of 40.7%. This is comparable with other surveys of this nature such as the report from Ontario "*Measuring Gambling and Problem Gambling in Ontario*" (Wiebe, Single and Falkowski – Ham, 2001) which achieved a 37% response rate.

Demographics of the sample

A total of 3,119 residents of Manitoba participated in the survey. Based on a sample of this size we are 95% confident that the results are accurate within ± 1% for those questions asked of all respondents. A summary of important demographic characteristics is presented in Table 3.

The sample is roughly 50% male, 50% female. In terms of age, 3.6% are under 20, 16.1% are between 21 and 30, 20.3% are between 31 and 40, 23.0% are between 41 and 50, and 36.9% are over 50. The largest proportion of the sample is from Winnipeg, 56.3%. Winnipeg and some of the rural areas near proposed casino sites were over sampled because we wish to be able to follow-up in these areas to evaluate more carefully the impact of these new gambling opportunities for the population.

Twenty three percent of the respondents were from rural southern Manitoba, 14.6% were from Western Manitoba and 5.8% were from the northern part of the province. Because we wish to generalize to the provincial population as a whole, the sample was weighted.

In terms of educational attainment, respondents were asked what was their highest level of education. The largest proportion of the sample had completed college or university (38.4%). A significant number had not gone beyond high school for their education (27.4%) and an additional 20.7% had not completed high school.

The sample was also asked about their current employment situation. Most of the sample is employed, with 49.4% employed full time and 10.0% employed part time. Seventeen percent are retired, 6.0% are homemakers, 3.7% are students, and 3.2% are unemployed and looking for work. The rest are either self-employed (8%) or preferred not to tell us their employment status (2.7%).

Most of the sample is currently living with a spouse or partner (63.9%), and 64.4% have no children under the age of 18 living in the home. Just over 14% have one child under 18 at home, and 14.2% have two children living in the home. A wide range of income categories is also reported in the sample. The most common category was household income greater then $70,000, with 23.9% of the sample in this range. Almost 25% report a household income of $30,000 or less. The middle income ranges seem to be well represented, for example 41.1% of the sample had a household income between $30,000 and $60,000.

Comparison of the demographic characteristics of the sample with the Manitoba population is also shown where possible on Table 3. Some cells have been left blank because appropriate comparison data are not collected provincially. Population estimates were obtained from a variety of sources including Manitoba Health's Annual Population Report (1999) and Statistics Canada census information (1991 and 1996). The sample frequencies are comparable with the population of Manitoba on most important characteristics. Specifically, the age and income level of the sample closely approximates the population.

On the other hand there are some differences. For example, the sample is more educated (i.e., than the general public). This is a frequent pattern in survey research. People with more formal education can often be more willing to reveal personal information. The sample also includes fewer unemployed people (the unemployment rate at the time was 5.2%), which may reflect the difficulty sampling people with lack of access to a telephone or stable living conditions.

Information on the percent of the population cohabiting is not available from Statistics Canada as the census reports marital status in terms of married, separated, divorced etc., and not the current living arrangement of the respondent. Likewise, the number of children in the home is reported as a percent of family groups, rather than as a percent of respondents.

Table 3 Demographic Characteristics of the Adult Sample

Demographics	Male	Female	Total	Manitoba
Total N	1553	1586	3119	850,000
Percent of sample	49.1%	50.9%		50.8% female
Age (in percent)				
18 – 24 yrs	13.8	10.4	12.0	12.7
25 – 34 yrs	18.7	15.9	17.2	18.4
35 – 49 yrs	32.1	35.4	33.7	31.1
50 – 59 yrs	17.7	18.4	18.1	14.3
60 or over	17.7	20.1	18.9	23.5
Region of the province (%)				
Winnipeg	56.1	56.5	56.3	62.9
Southern Rural	23.4	23.2	23.0	13.5
Western	14.7	14.4	14.6	21.1
Northern	5.8	5.8	5.8	5.1
Educational level (%)				
Completed college or university	36.1	40.7	38.4	40.7
Income categories (%)				
Less than $10,000	3.4	4.2	3.8	5.2
$10 – $20,000	8.5	11.3	9.9	10.5
$20 - $30,000	10.8	13.2	11.9	14.6
$30 - $40,000	15.3	15.0	15.2	14.4
$40 - $50,000	11.7	15.0	13.3	13.4
$50 - $60,000	13.5	11.6	12.6	12.0
$60 - $70,000	10.4	8.6	9.5	9.2
Over $70,000	26.5	21.1	23.9	20.7
Cohabiting				
Spouse	62.4	65.4	63.9	
No spouse	37.6	34.6	36.1	
Children in the home				
No Kids	66.3	62.5	64.4	
One child	13.3	15.7	14.5	
Two children	13.2	15.0	14.2	
Three or more children	7.1	6.7	6.9	

Table 3 (cont.). Demographic Characteristics of the Adult Sample

Demographics	Male	Female	Total	Manitoba
Culture				
European	55.3	53.7	54.5	
Filipino	1.0	0.6	0.8	
Chinese	0.1	0.4	0.3	
Other Asian	0.7	0.6	0.7	
Metis	1.5	2.3	1.9	
First Nations	4.1	3.4	3.8	
Other	37.2	38.8	38.0	
Employment status (%)				
Working full time	56.8	42.2	49.4	61.1 employed
Working part time	5.1	14.8	10.0	
Unemployed	3.8	2.7	3.2	5.2
Homemaker	0.2	11.6	6.0	
Student	3.8	3.6	3.7	
Retired	15.7	18.3	17.0	
Self-employed	12.0	4.1	8.0	
Other	2.8	2.6	2.7	

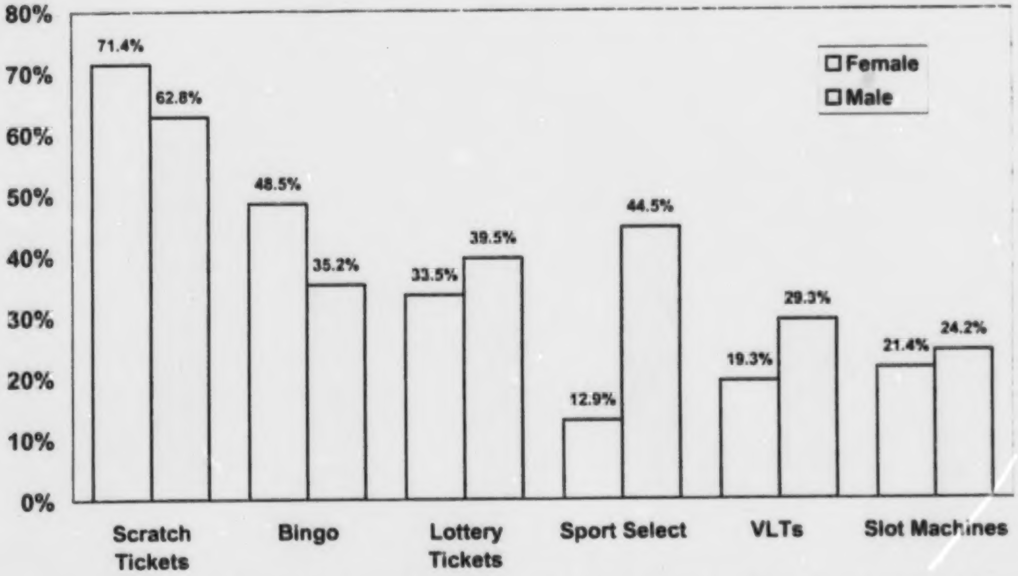
Note: Some cells are blank because the comparable data are either unavailable or unreliable.

Youth Gambling Patterns

Approximately 50% of the students reported some form of gambling in the past year. Overall, males were more likely to have gambled than females (59% vs. 41%). There is an increase in gambling that occurs in Senior 4; otherwise the rates of gambling are comparable over the first three years of high school. Approximately 60% of the Senior 4 students report gambling in the past year, whereas 47 - 48% of students in the first three years of high school report any gambling in the previous year. This increase in the fourth year likely corresponds with the age of majority (students are legally able to drink in bars, where many of the VLTs are located), and the age at which people are allowed to purchase scratch tickets.

Scratch tickets are the most popular form of gambling identified by students. Figure 1 shows the various gambling activities that have been used by students in the past year, separately for males and females. Males seem to prefer VLTs and Sport Select ® tickets, whereas females prefer Bingo and scratch tickets.

Figure 1
Gender Differences in Gambling Activities



Note: These are the percentages of male and female gamblers that report participating in these activities.

How many students are gambling while underage?

Studies from Minnesota and other parts of the United States (e.g., Stinchfield, 2001; Winters et al., 1995; Volberg, 1993) show that a growing number of high school students are gambling. There is a concern that an early onset of gambling activity increases the risk for the development of compulsive gambling. This concern has led to the development of prevention programs targeted at youth. In Manitoba it is against government policy to allow persons under the age of 18 years to participate in legalized gambling.

We obtained the birth dates from students sampled in our high school survey. On the basis of these data it was possible to determine the number of students who gambled prior to turning 17 years of age. The students who were 17 one year prior to survey were excluded from this analysis since we could not be sure whether they gambled before or after their 18th birthday. Since it is reasonable to assume that some of this group had gambled while still underage, the estimates that follow are conservative.

Approximately 17% of all students said they had played lotteries in the last 12 months. Of these, 71% were under 17 years of age at the time (about 12% of all high school students). Moreover, 15% of all students said they had played Sport Select in the last 12 months. Of these, 79% were under 17 years of age at the time (about 12% of all high school students). Unfortunately, we cannot be certain that the adolescents themselves purchased the tickets. It is likely that many of them have received the tickets as gifts from adults (e.g., grandparents), or they may have had older friends purchase the actual ticket, with instructions as to which numbers to select.

About 15% of all students said they had played either VLTs or slot machines in the last 12 months. Of these, 48% were under 17 years of age at the time. This translates into 7% of all high school students. For the most part, these forms of gaming take place in venues with restrictions on the age of admission. Underage gambling in the casinos and on VLTs might possibly be attributed to difficulties with the enforcement of these restrictions. It should be noted in this regard that we have some doubts as to whether students understood the difference between a video lottery terminal and a slot machine. Consequently, the present data do not firmly point to the kind of venues (casinos or other sites) in which the problem of underage gambling more commonly arises.

An analysis that controlled for gender differences (since males were more likely to gamble underage than females) was used to compare those who gambled underage with those who did not. The latter were more likely to begin taking drugs at an early age (including tobacco and alcohol), and were more likely to use more drugs than students their age. Underage student VLT gamblers were also more likely to report problems with their own gambling. They were also more likely to report having problems arising from the gambling of family members.

Youth Problems with Gambling

How many students report that they, their friends or their family have problems with gambling?

The high school students were asked about their perception of their own problem gambling, problem gambling in their friends, and whether any family members also had problems gambling. About 5% of females and 11% of males think that gambling has been a problem for themselves, again suggesting that male students may become particularly vulnerable to the effects of gambling. Almost a fifth of the students thought that gambling is a problem for their friends, with 8.5% reporting “moderate” or “serious” problems. Males were about twice a likely to think that their friends have serious gambling problems, compared to females (4.8% vs. 2.6%). Only 3.0% of males and 3.5% of females see gambling as a serious problem for students in general at their school. Approximately 15% of all students thought that a family member's involvement with gambling has been a problem for them (the student), with 7% reporting a “moderate” or “serious” problem.

Students who gambled themselves were much more likely to think that their friends had a gambling problem, and were much more likely to report that a family member's gambling has been a problem for them, than students who didn't gamble.

Adult Gambling Patterns

How many Manitoba adults gamble, what kind of gambling do they do, how often do they do it and how much do they spend?

People were asked if they had participated in a variety of gambling activities in the past year. About 85% of Manitoba adults had gambled in one form or another in the past year. This is down slightly from 1993, when 87% of Manitoba adults reported gambling in the previous year. Based on an approximate Manitoba population of 850,000 residents over 18 years of age, this suggests that about 722,500 Manitobans gambled last year.

However, this definition of gambling includes the purchase of **any** Lottery tickets or **any** participation in fundraising events. These are common forms of gambling that are quite distinct from the gambling that seems to get most people in trouble financially. The percent of Manitobans buying lottery tickets is 61%, and buying raffle or fundraising tickets is done by 59% of the people.

A smaller percent of people gamble at casinos (24.4%) or play VLTs (28.2%), or buy scratch and win tickets (22.8%) and even fewer play bingo (10.1%), bet on horses (4.6%) or bet on sports events (5.8%). Last we asked about internet gambling, since this is a potential concern with the substantial increase in the number of on-line casino sites in the past few years. Internet gambling is rare in Manitoba (0.3%).

Table 4 Levels of Gambling in Manitoba.

Type of Gambling	Sample (%)	Population Estimate
Lottery Tickets	**61.0**	**518,500**
Raffle Tickets	**59.1**	**502,350**
VLTs	**28.2**	**237,700**
Scratch and win tickets	**22.8**	**193,800**
Slots (casino)	**18.0**	**157,760**
Bingo	**10.1**	**85,850**
Other sports events	**5.8**	**50,150**
Horses	**4.6**	**39,950**
Sport Select	**4.3**	**39,100**
Table games (casino)	**4.1**	**35,870**
Keno (casino)	**3.0**	**26,520**
Internet	**0.3**	**29,750**

How much time and money do people spend on various gambling activities monthly?

There are a small number of people who either spend a lot of time or a lot of money gambling. Most people, however, participate at relatively low levels, if at all. As a result, the use of a measure of average amount of time or money spent gambling would not accurately reflect the usual amount spent by gamblers. In Table 5, we show the median values for the number of times respondents played each month, the number of hours spent gambling each month, and the number of dollars spent each month. The median value indicates the point where half the players fall below and half fall above.

The number of times per month, time and money spent per month are shown for each different type of gambling that was measured in the survey. This table shows that, for the people who play these games, the usual amounts that people play are not excessive. Half of the people spend less than an hour or two, and spend less than $20 per month, and only play one or twice a month. However, as will be shown on subsequent tables and figures, there is a group of people for who gambling is a very time-consuming and expensive activity. One of the intentions of this report is to describe these people with the intention of planning strategies to help at risk groups develop prevention activities to minimize the negative impact of gambling.

Table 5 Patterns of Gambling Participation.

Type of Gambling	Median times per month	Median hours spent per month	Median dollars spent per month
Table Games (casino)	**0.5**	**1.0**	**19.50**
Keno (casino)	**1.0**	**1.0**	**18.80**
Bingo	**1.0**	**2.0**	**17.20**
VLTs	**0.5**	**1.0**	**10.00**
Slot Machines (casino)	**0.5**	**1.0**	**10.00**
Sport Select	**0.5**	**n/a**	**8.00**
Lotteries	**2.0**	**n/a**	**5.00**
Instant Win	**0.5**	**n/a**	**2.50**
Raffles	**0.5**	**n/a**	**2.50**

Lottery tickets

Table 6 shows the percent of males and females buying lottery tickets in the past year. Nine hundred and seventy five (64%) of the males and 917 (57.9%) of the 1587 females in the sample had purchased lottery tickets in the past year. Overall, lottery tickets were purchased by 61% of the sampled population in the past year, with over 41% buying them at least monthly.

Table 6 The percent of males and females buying lottery tickets in the past year.

Type of Gambling	Males	Females	Total
Lottery Tickets	1532	1587	3119
Never	36.1	42.1	39.0
Less than once a month	18.6	20.7	19.7
Once a month or more	45.4	37.2	41.2

These percentages represent about 515,950 Manitoba adults annually, with an estimated 349,350 people playing lotteries at least monthly. A gender difference emerged, with males more likely than females to buy lottery tickets more than once a month (45.4% vs. 37.2% of the sample).

How often do the people who buy lottery tickets more than once a month buy them?

We were also interested in how often people buy lottery tickets. Table 7 shows the frequency of lottery ticket purchases for both males and females. These percentages represent the percent of males and females who purchase lottery tickets at least once a month.

A gender difference emerged, with males more likely to buy lottery tickets more than once a month (45.4% vs. 37.2% of the sample). Most people who buy lottery tickets buy them about once a week, or less frequently. Over 71% of males and just fewer than 73% of females buy lottery tickets this frequently. Slightly over 9% of males and females buy more than eight lottery tickets per month.

Table 7 The percent of male and female lottery ticket buyers and the frequency with which they purchase lottery tickets.

Type of Gambling	Males	Females	Total
Lottery Tickets	693	589	1282
Once a month	16.9	17.7	17.2
Twice a month	19.5	16.3	18.0
Three times a month	7.5	9.3	8.3
Four times a month	27.4	29.4	28.3
Five times a month	3.3	1.2	2.3
Six or seven times a month	2.3	3.4	2.8
Eight times a month	14.0	13.6	13.8
Nine to twelve times a month	4.9	4.7	4.9
Thirteen or more times a month	4.2	4.6	4.4

How much money do Manitobans spend on lottery tickets?

We were interested in how much money Manitobans spend on lottery tickets when they buy them, therefore we asked "how much money did you spend each time you bought lottery tickets?" Table 8 shows how much the 1882 people who purchased lottery tickets in the past year spend each time they buy tickets.

Table 8 The percent of males and females and the amount that they typically spend each time they purchase lottery tickets.

Type of Gambling	Males	Females	Total
Lottery Tickets	969	913	1882
$1	15.0	17.0	16.2
$2	32.6	37.9	35.2
$3	10.4	11.5	10.9
$4	4.3	3.4	3.9
$5	21.9	18.8	20.4
$6 - $10	10.0	8.5	9.3
$11 - $16	3.3	1.8	2.5
$20 - $30	1.6	0.8	1.3
$40 and over	0.4	0.2	0.3

For the most part, Manitobans do not spend very much each time they buy lottery tickets. Most people (51.4%) spend one or two dollars on lottery tickets when they buy them. About 84.2% of males spend five dollars or less on lottery tickets and 88.6% of females spend a similar amount each time they purchase tickets.

Perhaps a more interesting question to be asked is "how much do people spend in an average month on lottery tickets?" Table 9 shows the breakdown for the full sample (i.e. not just the people who have bought lottery tickets in the past year) in terms of the amount they spend monthly on lottery tickets.

Table 9 The percent of males and females, and the amount they usually spend monthly on lottery tickets.

Type of Gambling	Males	Females	Total
Lottery Tickets	**1534**	**1585**	**3119**
No spending	**36.8**	**42.6**	**39.7**
Less than $2	**13.4**	**16.8**	**15.1**
$2 - $5	**15.8**	**15.2**	**15.5**
$6 - $18	**19.2**	**13.9**	**16.5**
$20 or more	**14.9**	**11.5**	**13.1**

Males are not only more likely to buy lottery tickets than females (63.2% vs. 57.4%), but they also spend more on lottery tickets. That is, almost 15% of males in the sample spend $20 or more on lottery tickets per month, whereas only 11.5% of females usually spend this amount.

What demographic characteristics are associated with playing lotteries?

Because our mandate is to identify people at risk of developing problems with gambling, AFM is interested in the characteristics of people who participate in different types of gambling. Therefore, Table 10 shows the percent of lottery players by demographic factors, and the percent of people who play lotteries who usually spend more than $20 per month. This number ($20) was selected because it represents people who are spending more than average, but does not focus on just the few who are spending extremely large amounts.

A few noticeable demographic differences between people who buy lottery tickets and those who do not are observed on Table 10. Middle-aged people are more likely to buy lottery tickets. For example, over 60% of those between the ages of 35 and 59 bought lottery tickets in the past year, whereas about 45% of adults under the age of 24 bought tickets in that time frame. Lottery ticket buyers are also less likely to have a family income under $30,000. They are no more likely to be married, no more likely to have children living in the home, and no more likely to be First Nations than people who do not buy tickets. Last, lottery tickets buyers are less likely to be homemakers and students, and more likely to be unemployed. Approximately, 68% of unemployed respondents bought lottery tickets in the past year, compared with about 44% of homemakers and students.

In order to more carefully examine the relationship between demographic characteristics and lottery spending we identified people who seemed to spend more than the average lottery ticket buyer. We did this by splitting the sample of lottery ticket buyers in to those who typically spend more than $20 or less in a month and those who typically spend more than $20 a month on lottery tickets. Over 400 people fell into this category, representing about 13% of the total sample, or about 21.7% of the people who bought lottery tickets in the past year. The column on the right hand side of Table 10 shows the percentage of lottery ticket buyers within each demographic level who spend more than $20 monthly on lotteries. Older lottery tickets buyers are more likely to fall into this higher spending category. About 25% of lottery ticket buyers over 50 years of age usually spend over $20 monthly, compared with less than 14% of ticket buyers under 34 years of age. People who have completed university or college are also less likely to spend more, with less than 20% of those with a college or university education spending more than $20 monthly. Lottery ticket buyers who spend more are also more likely to be married or living with a partner, but they are no more likely to have children living in the home, than those who spend less than $20 monthly. Unemployed people were not only more likely to buy lottery tickets, but they are also over-represented in the high spending category. Almost 30% of the unemployed respondents spend more than $20 monthly on lotteries, compared to about 20% or less for employed people, students and homemakers. Last, First Nations people who buy lottery tickets are almost twice as likely to spend over $20 monthly, compared with non First Nations people (31.9% vs. 20.8%).

Table 10 Demographic characteristics associated with playing lotteries.

Demographics	Percent of the population buying lottery tickets	Percent of lottery players spending over $20
	61.0	21.7
Age		
18 – 24 yrs	45.4	13.7
25 – 34 yrs	58.8	13.6
35 – 49 yrs	67.6	22.8
50 – 59 yrs	65.4	28.1
60 or over	56.7	24.1
Income categories		
Less than $30,000	56.3	24.7
$30 – $50,000	63.4	19.9
$50 - $70,000	63.9	20.0
Over $70,000	65.0	24.6
Educational level		
Less than high school	56.3	25.4
High school graduate	66.5	23.3
Some college/university	59.1	23.4
Completed college/university	60.2	18.3
Cohabiting		
Spouse	62.3	23.3
No spouse	58.6	18.7
Children in the home		
No Kids	60.8	22.8
Kids in the home	61.4	20.0
Cultural Status		
First Nations	59.3	39.1
Non First Nations	61.2	20.8
Employment status		
Employed	64.6	20.2
Unemployed	68.0	29.4
Homemaker	45.2	16.5
Student	43.5	12.0
Retired	59.6	26.9
Self-employed	56.2	26.7

Are people spending more on lottery tickets than they can afford?

Rather than make a value judgement about how much of one's disposable income is an acceptable amount to spend on various gambling activities, we have first compared the amount that people spend in the various income categories with the amount that they spend in an average month on Lottery tickets. Table 10 shows that, of the people who purchase Lottery tickets, those who earn less than $30,000 are just as likely to spend $20 or more in an average month on Lottery tickets as those who earn more than $70,000. Just about a quarter of the Lottery ticket buyers in both income categories spend over $20 a month. Unfortunately, this $20 represents a much larger proportion of the disposable income for a family earning less than $30,000 than for the family earning over $70,000. However, for we are unable to suggest that this spending may be excessive or "unaffordable".

Scratch and win tickets

Instant win and scratch tickets are also quite popular in Manitoba. Approximately a quarter of the population purchased scratch and win tickets in the past year. Table 11 shows that a total of 332 males (21.8% of the sample) and 369 females (23.6% of the sample) had purchased instant win or scratch and win tickets in the past year. There was no difference between males and females on the rate at which they purchase scratch and win tickets. Most of the people who do buy them do so less than once a month (63% of tickets buyers or 14.4% of the total sample).

Table 11 The percent of males and females buying scratch and win tickets.

Type of Gambling	Males	Females	Total
Scratch and win	1533	1586	3119
Never	78.1	76.4	77.2
Less than once a month	13.4	15.2	14.4
Once a month or more	8.4	8.4	8.4

How often do Manitobans spend money on scratch and win tickets?

Table 12 shows the percent of male and female scratch and win ticket buyers and how frequently they purchase them. The percentages represent the percent of people who purchase tickets at least once a month. Most people who buy scratch and win tickets do so quite infrequently. For example, 82.2% of scratch and win ticket buyers buy them less than once a week, and an additional 8% buy them once a week. Very few people are buying them more than once a week, about 2.2% of the total sample.

Table 12 The percent of males and females who purchase scratch and win tickets and how often they buy them.

Type of Gambling	Males	Females	Total
Scratch and win			
Once a month or less	61.4	64.8	63.2
Twice a month	15.7	14.4	15.0
Three times a month	4.5	3.5	4.0
Four times a month	6.9	8.9	8.0
Five or six times a month	6.3	3.5	4.9
Seven or more times a month	5.1	5.1	6.6

How much money do Manitobans spend on scratch and win tickets?

Closely related to the frequency of buying scratch and win tickets is the amount of money that is usually spent. Table 13 shows the percent of males and females and the amount that they usually spend on scratch and win tickets each time they buy them. Most of the tickets are relatively inexpensive and people do not spend a lot each time they buy, with about half of the sample (49.8%) spending $2 or less each time.

Table 13 The percent of males and females and the amount that they usually spend on scratch and win tickets.

Type of Gambling	Males	Females	Total
Scratch and win tickets			
$1	14.8	13.8	14.3
$2	36.6	34.6	35.5
$3 - $4	10.5	20.0	15.5
$5	22.4	19.7	21.0
$6 - $10	11.5	7.0	9.1
$12 and over	4.2	4.9	4.6

Most people who are buying scratch and win tickets are spending relatively small amounts. About 85% of those who buy scratch and win tickets on a regular basis spend $5 or less time they buy them. There is a small proportion of the population who spend over $10 each time they buy scratch and win tickets (4.6% of the people who buy scratch and win tickets regularly). This is quite a small number overall, 32 people in the total sample or about 1% of the population.

When we examine how much people tend to spend on a monthly basis on scratch and win tickets a similar pattern emerges. Table 14 shows the average monthly spending of males and females on scratch and win tickets.

Table 14 The percent of males and females buying scratch and win tickets and the amount that they spend monthly.

Type of Gambling	Males	Females	Total
Scratch and win Tickets	**1533**	**1587**	**3120**
No spending	**78.5**	**76.8**	**77.7**
Less than $2	**8.3**	**10.2**	**9.3**
Between $2 and $5	**6.5**	**6.6**	**6.5**
Between $6 and $18	**4.0**	**3.4**	**3.7**
$20 or more	**2.6**	**3.0**	**2.8**

There was no difference between males and females in terms of the average amount that they spend monthly on scratch and win tickets. Again, most people spend very little on a monthly basis, but there is a relatively small percent of people (less than 3% of the sample) who spend $20 or more in an average month on this form of gambling.

Other demographic characteristics associated with scratch and win ticket buying, and the amounts that people spend on scratch and win tickets are shown on Table 15. Older people, and consequently people who are retired, are less likely to buy scratch and win tickets. Almost 1/3rd (31.6%) of the adults under 24 years of age bought scratch and win tickets in the past year, compared with about 23.8% of those between 25 and 59 and 15.1% of those 60 years or older. More educated people are also less likely to buy them. Less than 20% of the people with college or university education bought scratch and win tickets last year, compared with about 25% of those with a high school education, or less. There were no differences in terms of marital status and the presence of children in the home; however, First Nations people are more likely than non First Nations people to buy scratch tickets (33.9% v. 22.4%).

As with the lottery analysis, the right-hand column of the table show the percent of scratch and win ticket buyers who spend more than most other ticket buyers. The high spending cut-off for scratch and win was defined as spending over $10 monthly, which captured 156 individuals, or about 38.9% of the people who bought scratch tickets in the past year. People under 24 years of age are more likely to spend more than $10 monthly and people between 50 and 59 years of age are less likely to spend $10 or more per month. Over half of the adults under 24 spend this much. There was a tendency for people cohabiting with a spouse to be more likely to spend more than $10 monthly, but there were no statistically significant differences if there are children living in the home or not. In addition, First Nations people are also more likely to spend $10 or more monthly than non First Nations people (58.6% of First Nations scratch and win ticket buyers spend at least this much monthly, compared with 37.9% on non First Nations people). There are no differences across occupational status categories.

Table 15 Demographic characteristics associated with playing scratch and win.

Demographics	Percent of the population buying scratch tickets	Percent of scratch players spending $10 or more monthly
	22.8	38.9
Age		
18 – 24 yrs	31.6	52.2
25 – 34 yrs	25.7	32.1
35 – 49 yrs	22.1	41.8
50 – 59 yrs	23.6	27.3
60 or over	15.1	39.6
Income categories		
Less than $30,000	27.4	36.7
$30 – $50,000	25.7	41.9
$50 - $70,000	24.1	37.7
Over $70,000	18.5	37.5
Educational level		
Less than high school	23.1	42.0
High school graduate	27.6	36.6
Some college/university	23.1	39.7
Completed college/university	18.9	39.7
Cohabiting		
Spouse	22.1	57.6
No spouse	24.1	42.2
Children in the home		
No Kids	20.9	37.3
Kids in the home	26.1	41.3
Cultural Status		
First Nations	33.9	58.6
Non First Nations	22.4	37.9
Employment status		
Employed	23.8	39.9
Unemployed	30.7	47.1
Homemaker	21.4	36.4
Student	28.9	47.4
Retired	16.2	34.0
Self-employed	23.7	33.3

Do people with less income spend a disproportionate amount of their income on scratch and win tickets?

To determine the relative spending of different income groups we replicated the previous analysis comparing income groups on lottery win ticket spending by comparing four income categories and the proportion of people in each group who spent certain amounts of money on scratch and win tickets. Table 16 shows the percent of people in each income category who bought a scratch and win ticket in the past year and the amount that they usually spend monthly.

Table 16 The percent of males and females in each income category and the amount that they typically spend in a month on scratch and win tickets.

Type of Gambling	Income category			
Scratch and win Tickets	**Less than $30,000**	**Between $30 & $50,000**	**Between $50 & $70,000**	**Over $70,000**
Total	29.1	30.5	22.0	19.2
Less than $2	28.5	29.0	23.4	19.2
Between $2 and $5	29.1	31.0	23.0	16.9
Between $6 and $18	30.1	30.7	20.2	19.0
$20 or more	28.3	34.8	17.4	19.6

The table shows that there is no statistical relationship between monthly scratch and win ticket spending and family income. Those in the highest income categories were no more likely to spend more or less on scratch and win tickets.

Sport Select ®

Sport Select ® is a form of gambling whereby the player chooses the winner of specific professional sports games. This is an attractive form of gambling as it involves an illusion of skill, since many players think that they are able to "beat' the game (increase their chances of winning) due to their high level of knowledge about upcoming sporting events. Table 17 shows the percent of Manitobans playing Sport Select ® in the past year. Overall, Sport Select ® is a much less common form of gambling than buying Lottery tickets or scratch and win cards. Less than 5% of Manitobans played Sport Select ® in the past year. Males are far more likely than females to play this game (over 8% of the males in the sample played, compared with less than 1% of the females). This is probably due to their greater interest in professional sporting events.

Table 17 The percent of males and females playing Sport Select ® and how frequently they play.

Type of Gambling	Males	Females	Total
Sport Select ®			
Never	91.9	99.3	95.7
Less than once a month	4.2	0.3	2.2
Once a month or more	3.9	0.4	2.1

How often do regular Sport Select ® players buy tickets?

Only 2.1% of the population purchase Sport Select ® tickets regularly, that is, once a month or more. The majority of these are male (3.9% vs. 0.4% of females). Table 18 shows how often these regular players buy tickets in an average month. The very small number of regular female players (n = 6) should result in caution when interpreting any of the percentages for female Sport Select ® players.

Table 18 The percent of males and females who purchase Sport Select ® tickets regularly (i.e., more than once a month).

Type of Gambling	Males	Females	Total
Sport Select ®	59	6	65
Twice a month	27.1	16.7	26.2
Three or four times a month	27.1	66.7	30.8
Five to ten times a month	20.3	16.7	20.0
More than ten times a month	25.4	0	23.1

How much money do people spend on Sport Select ®?

People were asked how much money they spent each time they play Sport Select ®. Most people spend ten dollars or less (about 78% of males and 100% of the females who play with any regularity spend $10 or less each time they play). However, there are a small number of people in the sample (n = 21) who spend $20 or more each time they play. This represents less than 1% of the total sample, about 33% of regular players. Subsequent analysis will identify whether these people are playing at a higher rate than those who spend relatively small amounts each time they play.

How much do people spend monthly on Sport Select ®?

Table 19 shows the percent of males and females and how much they spend on Sport Select ® in an average month. As already mentioned, few females play Sport Select ®, males who do play tend to spend $10 or more in an average month. About 50% of the male Sport Select ® players spend at this level.

Table 19 the percent of males and females and the amount that they spend monthly on Sport Select ® tickets.

Type of Gambling	Males	Females	Total
Sport Select ®	**1533**	**1587**	**3120**
No spending	**92.0**	**99.3**	**95.7**
Less than $2	**1.7**	**0.2**	**0.9**
$2 to $9	**2.3**	**0.3**	**1.3**
$10 or more	**4.0**	**0.3**	**2.1**

Do people with lower incomes spend more on Sport Select ®?

Again, we compared income groups on the amount usually spent on Sport Select ® ticket purchases in an average month. Table 20 shows that there is a tendency for people in the lowest income category to be less likely to play (i.e., 3.6% of those with family income less than $30,000 played Sport Select ® last year, compared with 6.7% of those with family income between $50,000 and %70,000). On the other hand, when they do play Sport Select ® people with lower family incomes are more likely to spend more than $20 a month, compared with people in other income categories. For example, over 40% of those players who have a family income less than $30,000 are in the highest spending group, compared with about 20% of the people in the other income groups.

What other demographic characteristics are associated with playing Sport Select ®?

As previously mentioned, Sport Select ® is a male-oriented form of gambling. When we examine other demographic factors associated with playing Sport Select ® we can see that it is mostly younger people playing this game. Almost 14% of adults between the ages of 18 and 24 played Sport Select ® in the past year, compared with about 1% of those over 50. Consistent with this finding is the data showing that students are more likely to play than other employment groups, people with no spouse or children are more likely to play, and those with some college or university are also more likely to play than less educated people. Consistent with previous gambling activities, First Nations people are more likely to play than non First Nations individuals (9.8% vs. 3.4%).

Again we examined the demographic correlates of spending more than the average Sport Select ® player. In this case, average spending of more than $20 per month captured 28.5% of the Sport Select ® players. Age is again associated with spending more, with 41.2% of the adult players under 25 spending more than $20 per month. Although there were very few people over 50 who played Sport Select ® 60% of those between 50 and 59 spent over $20 monthly. In all other age groups less than 20% spend at this level. The only other demographic factor that was associated with high Sport Select ® spending is cultural status. Over half of the First Nations people who played Sport Select ® spend over $20 monthly, compared with about 26.1% of non First Nations respondents. Not only are First Nations people more likely to play, but they also spend more when they do play.

Table 20 Demographic characteristics associated with playing Sport Select ®.

Demographics	Percent of the population playing Sport Select ®	Percent of Sport Select ® players spending over $20
	2.1	28.5
Age		
18 – 24 yrs	13.9	41.2
25 – 34 yrs	6.6	20.0
35 – 49 yrs	3.4	15.2
50 – 59 yrs	0.9	60.0
60 or over	1.0	16.7
Income categories		
Less than $30,000	3.6	43.5
$30 – $50,000	4.4	30.3
$50 - $70,000	6.7	23.1
Over $70,000	4.1	26.9
Educational level		
Less than high school	3.0	36.8
High school graduate	5.4	32.6
Some college/university	7.3	36.7
Completed college/university	3.1	16.2
Cohabiting		
Spouse	2.5	28.6
No spouse	7.5	29.8
Children in the home		
No Kids	4.5	31.8
Kids in the home	4.0	23.3
Cultural Status		
First Nations	9.8	53.8
Non First Nations	3.4	26.1
Employment status		
Employed	5.4	28.6
Unemployed	8.2	12.5
Homemaker	1.1	50.0
Student	10.7	25.0
Retired	0.8	25.0
Self-employed	2.1	57.0

Raffles and fundraising.

Raffles and fundraising tickets are quite popular in Manitoba as a means of raising money for charities and community clubs. Raffles and fundraisers include both 50/50 draws at local community club hockey games and relatively expensive tickets (e.g., $100 each) in support of local hospitals. Table 21 shows the percentage of males and females who purchased raffle or fundraising tickets in the past year. This form of gambling is quite common, with about 60% of people purchasing these tickets in the past year. There was tendency for women to buy raffle tickets or fundraisers more frequently than men (60.8% vs. 56.7%).

Table 21 The percent of males and females purchasing raffle or fundraising tickets in the past year.

Type of Gambling	Males	Females	Total
Raffles or fundraising tickets	**1534**	**1585**	**3119**
Never	**43.3**	**39.2**	**41.2**
Less than once a month	**38.5**	**41.7**	**40.1**
Once a month or more	**18.2**	**19.1**	**18.7**

How often do regular purchasers of raffles tickets buy them?

About 18.7% of Manitobans buy raffles and fundraisers once a month or more. Almost 45% of these people buy raffle or fundraising tickets about once a month and just over a quarter buy them twice a month. Less than 12% are buying them more than once a week. These data are shown on Table 22.

Table 22 The percent of males and females who purchased raffles tickets or fundraisers at least once a month in the past year, and how often they purchased them.

Type of Gambling	Males	Females	Total
Raffles or fundraising tickets	**277**	**300**	**577**
Once a month	**44.2**	**45.5**	**44.9**
Twice a month	**27.5**	**27.8**	**27.7**
Three or four times a month	**14.1**	**17.0**	**15.6**
Five to eight times a month	**9.8**	**6.4**	**8.0**
Ten times a month or more	**4.3**	**3.3**	**3.8**

How much money do Manitobans spend on raffles and fundraising tickets?

Respondents were asked how much money they spend each time they buy raffle and fundraiser tickets. Table 23 shows that about 43.5% only spend a dollar or two. There are, however, a small number of people (46 individuals, or 2.6% of the regular raffle ticket buyers, or 1.5% of the population)) who spend a $100 or more when they purchase raffle or fundraisers. These are likely the expensive tickets in support of local hospitals.

Table 23 The percent of males and females who purchase raffles and fundraising tickets regularly (i.e., more than once a month) and how much they typically spend when they buy tickets.

Type of Gambling	Males	Females	Total
Raffles or fundraising tickets			
$1	9.4	16.2	13.0
$2	28.6	32.2	30.5
$3 or $4	8.0	9.9	9.0
$5	33.0	27.5	30.1
$6 - $8	0.3	0.7	0.5
$10	11.8	6.0	8.8
$12 - $20	2.9	2.6	2.8
$22 - $85	2.9	2.7	2.8
$100	2.5	1.5	2.0
$150 or more	0.5	0.6	0.6

In terms of the amount of money that Manitobans spend on raffles and fundraisers there is quite a wide range. Most people spend a dollar or two, but there are some (about 16% of those who buy raffles and fundraisers) who spend ten dollars or more each time they buy tickets.

How much do people spend on raffles and fundraisers monthly?

The amount of money that people spend on raffles monthly is shown on Table 24. Again there is a gender difference. As indicated previously, women are more likely to buy raffle tickets, but men spend more when they do buy them. For example, over 20% of males spend more than $5 per month on average, whereas, about 15% of females spend at this level.

Table 24 The percent of males and females spending various amounts on raffles and fundraisers.

Type of Gambling	Males	Females	Total
Raffles	**1533**	**1586**	**3119**
No spending	**44.4**	**40.8**	**42.5**
$1 or less	**15.9**	**21.4**	**18.7**
$1.50 to $4	**18.6**	**21.4**	**20.0**
$5 to $9	**9.9**	**6.5**	**8.2**
$10 or more	**11.3**	**9.8**	**10.5**

As with previous forms of gambling, we were interested in the relationship between family income and raffle tickets buying to determine whether purchasing raffles tickets is different across different income groups. Table 25 shows the percent of people in various demographic categories who purchased raffle tickets in the past year, and how many of these spend more than the average raffle ticket buyer, monthly. People in the lowest income category were the least likely to buy raffle tickets in the past year. There is a linear increment, with the result that almost 70% of people in the highest income category buy raffles or fundraising tickets, compared with less than 50% of those in the lowest income categories.

Other demographic factors associated with raffle spending are also shown on Table 25. Related to the income differences in buying tickets is the finding that the youngest respondents are least likely to buy tickets. Only 47% of respondents under 25 years of age had bought tickets in the past year, compared with about 65% of those between 35 and 59. More educated people, those living with a partner and non First Nations people are more likely than others to have bought a raffle or fundraising ticket in the past year. Over 60% of non First Nations people bought raffle or fundraising tickets in the past year, compared with 50.8% of First Nations respondents. There are no other significant differences between those who bought tickets and those who did not.

In terms of spending at a higher rate than other raffle or fundraiser ticket buyers there are few demographic differences. The defined cut off was average monthly spending of $10 or more, and this captured 20.9% of the raffle ticket buying public, or about 12.4% of the population. Older people (i.e. 60 or over) are more likely to spend $10 or more on average. There are no education or income differences, although there are no other demographic differences, there was a difference as a function of employment status. A greater proportion of people who are retired or self-employed spend $10 or more on raffles or fundraisers.

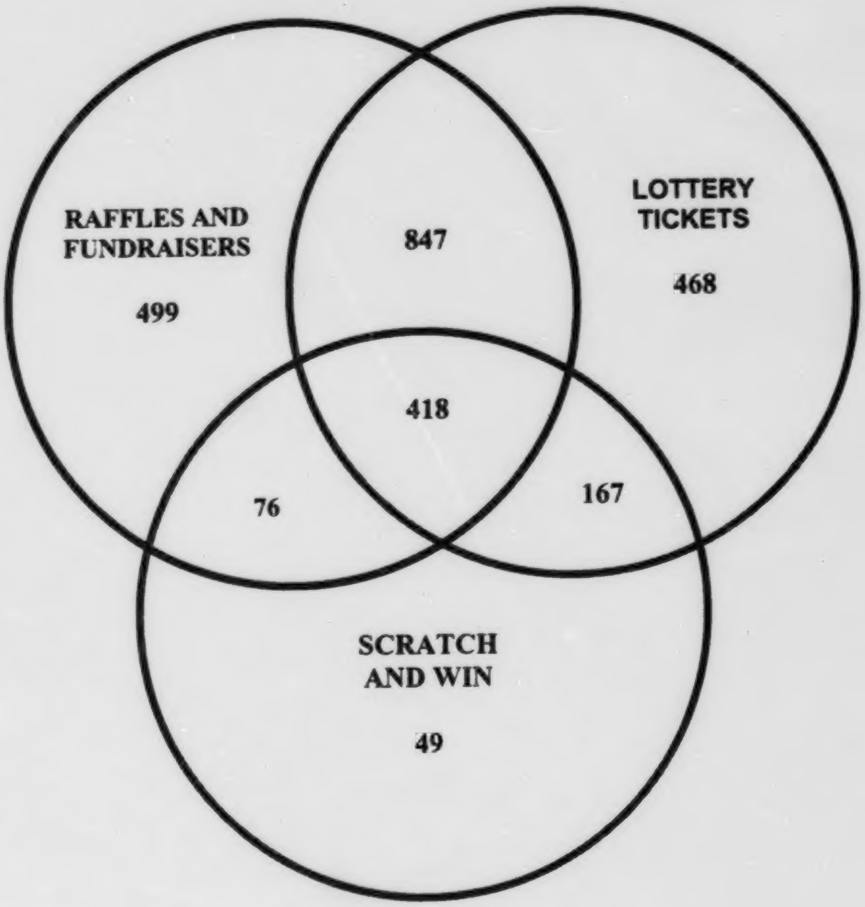
Table 25 Demographic characteristics associated with buying raffle tickets.

Demographics	Percent of the population buying raffles tickets	Percent of raffle tickets buyers spending $10 or more
	59.1	20.9
Age		
18 – 24 yrs	47.0	29.2
25 – 34 yrs	56.2	27.8
35 – 49 yrs	64.3	27.0
50 – 59 yrs	65.4	24.6
60 or over	55.3	38.5
Income categories		
Less than $30,000	48.9	31.1
$30 – $50,000	62.7	26.6
$50 - $70,000	65.4	28.8
Over $70,000	69.4	28.0
Educational level		
Less than high school	49.1	27.5
High school graduate	59.1	28.5
Some college/university	59.9	32.3
Completed college/university	64.2	28.7
Cohabiting		
Spouse	63.1	29.2
No spouse	52.0	27.9
Children in the home		
No Kids	57.7	29.6
Kids in the home	61.6	27.6
Cultural Status		
First Nations	50.8	31.4
Non First Nations	60.8	28.6
Employment status		
Employed	62.3	24.6
Unemployed	43.0	21.4
Homemaker	48.1	33.3
Student	50.0	20.9
Retired	55.6	39.3
Self-employed	61.1	39.9

Are scratch and win ticket buyers, lottery tickets buyers and raffle ticket buyers the same people?

The previous analyses have focussed on individual games and the characteristics of the people who play them. Some similarities emerged; therefore, we looked at individual responses to see if the same people are playing all three types of games. We have excluded Sport Select ® from this analysis, since it is mostly a male-oriented game, with very few females playing.

Figure 2 The number of people buying lottery tickets, raffle tickets and instant scratch and win tickets.



Lottery ticket players are most likely to play other games, although a substantial proportion of them just buy lottery tickets. For example, 2/3rds of Lottery tickets purchasers also buy raffle and fundraising tickets and 69% of raffle and fundraising ticket buyers also buy lottery tickets. Very few people only purchase scratch and win tickets, and about of one fifth of all ticket buyers regularly buy all three (lotteries, fundraisers and instant win tickets).

Bingo

Another relatively common form of gambling is bingo. Surprisingly, Table 26 shows that 10% of the sample had played bingo in the past year. Similar to the adolescent (high school) data, females are more likely to play bingo than males (14.2% vs. 5.7%), and about three times as many females than males play bingo at least monthly. Only 43 males reported playing bingo once month or more.

Table 26 Percent of males and females playing bingo in the past year.

Type of Gambling	Males	Females	Total
Bingo	1533	1587	3120
Never	94.3	85.8	90.0
Less than once a month	2.9	6.2	4.6
Once a month or more	2.8	8.0	5.4

How often do regular bingo players play?

As already indicated, about three times as many females as males play bingo regularly. Table 27 shows how frequently males and females who play bingo once a month or more, play bingo. The percentages in this table should be interpreted with caution, as the actual numbers are quite small, especially for males.

Table 27 The percent of males and females and the frequency that they play bingo.

Type of Gambling	Males	Females	Total
Bingo	43	126	169
Once a month	20.9	17.5	18.3
Two or three times a month	39.6	23.0	21.3
Four times a months	7.0	31.7	25.4
Five to ten times a month	23.3	17.5	18.9
Twelve to twenty times a month	9.3	4.8	5.9
More than twenty times a month	0	5.5	4.1

How much money do Manitobans spend each time they play bingo?

Respondents were asked how much money they spend each time they play bingo. Table 28 shows that most people are spending less than $20 each time they play. However, there is a small group (about 13% of all bingo players) who spend over $30 each time they play. This represents about 1.4% of the total population.

Table 28 The percent of males and females, and the amount of money they usually spend each time they play bingo.

Type of Gambling	Males	Females	Total
Bingo	86	221	308
Less than $5	10.5	6.8	7.8
$6 - $10	20.9	15.4	16.9
$11 - $15	10.5	10.9	10.7
$16 - $20	18.6	29.4	26.4
$21 - $30	25.6	24.9	25.1
Over $30	14.0	12.7	13.0

How much money do people spend playing bingo monthly?

Since we have a measure of how much people usually spend, and a measure of the number of times they usually play bingo monthly, we are able to compute the average amount that people usually spend monthly on bingo. Table 29 shows this data separately for males and females and includes the 90% of the sample who did not play bingo in the past year.

Table 29 The percent of males and females and the amount of money that they spend on bingo each month.

Type of Gambling	Males	Females	Total
Bingo			
$0	94.4	86.1	90.2
Less than $10	1.2	3.1	2.2
$10 - $40	2.9	5.6	4.3
$45 or more	1.4	5.2	3.4

Again, there is a small group of people (3.4% of the sample) who tend to spend $45 or more per month. This group represents about a third of bingo players and includes about four times as many females as males. When we examined the gambling habits of these players they are quite different than people who spend less on bingo. For example, high spending bingo players are more likely to play VLTs (and to spend more money on VLTs when they do play), they are more likely to buy Lottery tickets and scratch and win tickets, and they are more likely to go to the casino.

How much time do Manitobans spend playing bingo?

We asked people about how much time they spend each night when they play bingo. Most people play for two or three hours each time they play bingo. Table 30 shows that about half of the bingo players play for two hours or less.

Table 30 The percent of male and female bingo players and the usual amount of time that they spend playing bingo when they play.

Type of Gambling	Males	Females	Total
Bingo			
Less than an hour	**6.9**	**7.1**	**7.0**
One hour to an hour and a half	**5.7**	**3.6**	**4.2**
Two hours	**43.7**	**37.2**	**39.0**
Two and a half hours	**5.7**	**9.3**	**8.3**
Three hours	**27.6**	**35.4**	**33.2**
More than three hours	**9.2**	**4.9**	**6.1**

Bingo is an activity that is quite routine for a small segment of the population. Table 30 shows the average amount of time that males and females spend playing bingo in a month. Clearly, most people spend very little time at bingo, over the course of a month. We have also documented on Table 30 that very few people spend more than 3 hours playing bingo at a time. Only 19 individuals reported that they play for this long at a time.

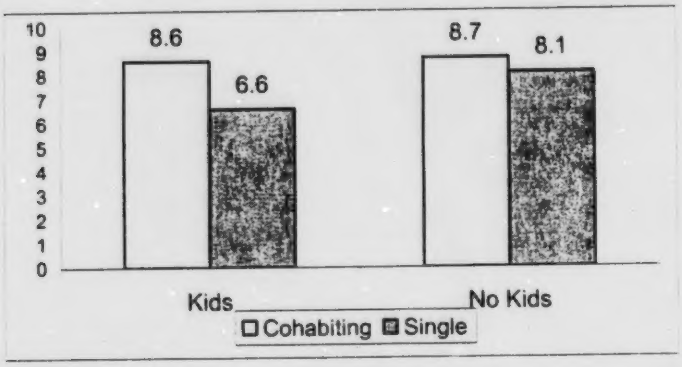
There is some suggestion from the previous analysis that bingo playing does not cost a lot financially, but there may be some greater (hidden) costs due to the amount of time that a small group of respondents may spend playing bingo. There are a variety of ways to examine this issue in greater detail. When we look more closely at the demographic characteristics of the people who play bingo six hours a month or more some interesting patterns emerge. For example, Table 31 shows the relationship between bingo playing time, cohabitation status and the presence of children in the home. Over 11% of single parents with children play bingo, compared with 8% of cohabiting parents with children. Single people with kids are more likely to play bingo than people cohabiting or single people without kids, but there is no relationship with the amount of time that they play. If anything, it looks like single parents with kids are more likely to play for an hour or less (4.4% of them play this long) compared to cohabiting parents (only 1.9% of them play this long).

Table 31 The percent of single people and couples with and without kids who play bingo for specified times

Type of Gambling	Single		With Spouse	
	No Kids	Children	No Kids	Children
Bingo				
No time	**91.7**	**88.8**	**90.5**	**90.8**
An hour or less	**1.2**	**4.4**	**3.1**	**1.9**
Between 1.5 and 5 hours	**3.0**	**2.4**	**2.6**	**3.9**
6 hours or more	**4.0**	**4.4**	**3.8**	**3.4**

Another way to look at this is to compare how long bingo players with kids play in an average month, compared with others. Figure 3 shows the number of hours that cohabiting and single people, with and with out kids in the home, spend playing bingo. Analysis of variance was used to statistically test whether these differences are meaningful. There were no significant differences between people living with a partner and people with kids in terms of the length of time they usually play bingo in a month

Figure 3 The average number of hours spent monthly playing bingo for cohabiting and single people, with or without children under 18 living in the home.



What are the demographic characteristics of bingo players?

Table 32 shows the percent of all people in each demographic level who play bingo and the percent of these players who spend over $45 monthly. People between 25 and 49 years of age are the least likely to play bingo. Less than 10% of people in this category played last year, compared with 13% of adults under 24. On the other hand, people with less education and low family incomes were most likely to play. For example, over 16% of those respondents with family income less than $30,000 play bingo, compared with less than 10% in any other category. Over 16% of people with less than a high school education played bingo last year, compared with about 7% of people with college or university education. Over a third (34.7%) of First Nation respondents play bingo, compared with 9.1% of non First Nations. Unemployed people were also much more likely to play bingo. Over 25% of the unemployed people in the sample had played bingo in the past year.

In terms of the percent of bingo players who spend more money , the sample was divided into those who spent more than $45 monthly in the previous year and those who spend $45 or less. Approximately a third (31.9%) of the sample of bingo players fall into this category. Bingo players who spend more are more likely to be older (e.g., 43.1% of the bingo players over 60 spend more than $45 per month, compared with about 20% of the players under 34). Bingo players who spend more have lower family income levels. Over 45% (45.3%) of the people with family income less than $30,000 spend more than $45 monthly, compared to about 25% for the other three groups. Higher spending bingo players are also less educated. Again, about 45% (44.3%) of those with less than high school education spend this much, compared with about 25% of the people in the other educational categories. On the other hand, there are no differences across employment categories, cohabiting status or whether there are children in the home. Contrary to other forms of gambling, First Nations bingo players are not more likely to spend at higher rates than non First Nations players.

Table 32 Demographic characteristics associated with playing bingo.

Demographics	Percent of the population playing bingo	Percent of bingo players spending over $45
	10.0	31.9
Age		
18 – 24 yrs	13.0	19.0
25 – 34 yrs	7.4	20.5
35 – 49 yrs	9.8	34.7
50 – 59 yrs	10.8	32.8
60 or over	10.5	43.1
Income categories		
Less than $30,000	16.2	45.3
$30 – $50,000	9.4	27.9
$50 - $70,000	8.2	22.2
Over $70,000	7.4	21.7
Educational level		
Less than high school	16.2	44.3
High school graduate	12.2	31.3
Some college/university	7.4	20.7
Completed college/university	6.3	22.2
Cohabiting		
Spouse	10.2	33.7
No spouse	9.9	28.7
Children in the home		
No Kids	9.9	33.2
Kids in the home	10.4	30.4
Cultural Status		
First Nations	34.7	43.2
Non First Nations	9.1	30.4
Employment status		
Employed	9.3	32.1
Unemployed	26.0	26.9
Homemaker	13.8	30.4
Student	8.8	11.1
Retired	11.3	36.8
Self-employed	5.4	35.3

Video Lottery Terminals (VLTs)

Manitoba was one of the first provinces in Canada to allow VLTs in restaurants and lounges that restrict the age of their clients to 18 or over. An important concern for many social groups is the effect that this accessibility has had on gambling in the province, and whether this form of entertainment has resulted in more problem gamblers. Electronic gaming is accessible in both the casinos across the province and at almost all lounges and in restaurants with sections that restrict access by adolescents under the age of 18. Electronic gaming refers to both VLTs, which are accessible in bars, and slots, which are only accessible in casinos.

Table 33 shows the percent of males and females who played VLTs in the past year. Males were more likely than females to have played VLTs in the past year (29.4% vs. 27.1%), and were also more likely to play VLTs more frequently. For example, 15% of males play VLTs once a month or more, compared with 11.2% of females. The overall percent of males and females playing VLTs in the last year represents about 240,000 Manitobans.

Table 33 The percent of males and females playing VLTs in the past year, and how often they play.

Type of Gambling	Males	Females	Total
VLTs	1533	1586	3119
Never	70.6	73.0	71.8
Less than once a month	14.4	15.9	15.1
Once a month or more	15.0	11.2	13.1

A more detailed picture of how often Manitobans play VLTs is shown on Table 34. The percentages are percent of males and females who played VLTs in the past year, that is, these are not population (total sample) percentages. The table shows that males tend to play more frequently than females, with over half of males (51.4%) playing once a month or more, compared with 41.6% of females.

Table 34 The percent of males and females who play VLTs and how often they play.

Type of Gambling	Males	Females	Total
VLTs	446	428	874
Less than once a month	48.6	58.4	53.4
Once or twice a month	23.1	21.5	22.3
Three to twelve times per month	24.0	16.8	20.5
Thirteen or more times per month	4.3	3.3	3.7

How much time do people spend playing VLTs?

A common concern expressed by spouses of VLT players in treatment is that the problem gambler spends an inordinate amount of time at the activity. Therefore, we are also interested in how much time people told us that they spend playing VLTs. Table 35 shows the number and percent of males and females and the amount of time they spend playing each time they play. Although more males play VLTs and males play VLTs more frequently, females are more likely to play for longer when they do play. For example, 31.8% of females play VLT for two hours or more at a time, whereas only 22.2% of males play for this long.

Table 35 The percent of males and females and how long they play VLTs each time they play.

Type of Gambling	Males	Females	Total
VLTs			
Less than an hour	58.3	47.7	53.1
An hour to 1.5 hours	19.5	20.5	20.0
Two – three hours	19.0	26.7	22.8
Four hours or more	3.2	5.1	4.1

Based on how long people play for and how many times they play in an average month, we are able to compute the average number of hours that each VLT plays for in a month. For the 850 people who played VLTs at least once in the past year the average amount of time spent playing VLTs monthly is shown on Table 36.

Table 36 The percent of male and female VLT players and the amount of time spent playing VLTs in an average month.

Type of Gambling	Males	Females	Total
VLTs			
One hours or less	**64.4**	**62.4**	**63.4**
Over an hour, less than 3	**11.0**	**15.2**	**13.1**
Between 3 and 4 hours	**5.5**	**9.1**	**7.3**
Between 5 and 10 hours	**10.6**	**7.7**	**9.2**
Between 12 and 20 hours	**4.6**	**2.9**	**3.8**
21 hours or more	**3.9**	**2.6**	**3.3**

As mentioned earlier, males are more likely to play VLTs for shorter periods of time when they play (i.e., less than an hour). On the other hand, males are likely to play more frequently. As a result, the average amount of time that males play in a month is higher than females. For example, 19.1% of male VLT players play more than four hours a month, compared with 13.2% of females VLT players.

In an effort to describe the characteristics of VLT players the relationship between amount of time spent playing VLTs and other demographic factors is shown on Table 37. This table includes only people who played VLTs in the past year. The data indicate that younger people are more likely to play for longer periods of time. There was no strong relationship between family income and the amount of time spent playing bingo. There was a relationship with education: people with less education were more likely to play for longer than those with college or university education. There was no relationship with cohabiting status, whether there were kids in the home or not or cultural status. There was a weak relationship with employment status, but low numbers in some of the cells limit the ability to draw any strong conclusions from this data.

Table 37 The percent of people within each demographic characteristic who play VLTs at the specified level.

Demographics	Amount of time spent playing VLTs per month			
	1 hour or less	Between 1 and 4 hours	Between 4 and 17 hours	More than 18 hours
Age				
18 – 24 yrs	56.7	22.5	11.8	9.0
25 – 34 yrs	78.3	11.5	5.7	4.5
35 – 49 yrs	65.3	18.7	12.2	3.8
50 – 59 yrs	60.4	20.1	15.1	4.3
60 or over	53.3	31.4	11.4	3.8
Income categories				
Less than $30,000	56.0	23.6	14.3	6.0
$30 – $50,000	62.9	18.8	12.2	6.1
$50 - $70,000	72.8	18.9	5.3	3.0
Over $70,000	63.2	17.6	12.6	6.6
Educational level				
Less than high school	51.2	26.8	14.6	7.3
High school graduate	60.5	19.5	13.2	6.8
Some college/university	68.8	18.4	9.6	3.2
Completed college/university	70.5	17.3	8.5	3.7
Cohabiting				
Spouse	62.0	21.5	11.5	5.0
No spouse	65.5	17.9	11.4	5.1
Children in the home				
No Kids	63.9	20.7	10.4	5.1
Kids in the home	62.5	18.6	13.6	5.4
Cultural Status				
First Nations	53.6	17.9	21.4	7.1
Non First Nations	60.4	20.0	10.8	5.2
Employment status				
Employed	64.9	18.5	10.8	5.9
Unemployed	61.5	10.3	20.5	7.7
Homemaker	66.7	25.9	7.4	0
Student	73.0	16.2	8.1	2.7
Retired	51.3	31.6	14.5	2.6
Self-employed	66.2	17.6	9.5	6.8

How much money do people spend on VLTs?

While the amount of time that people spend playing VLTs is important due to the social consequences, there are also important financial consequences of playing VLTs for longer periods of time. Respondents to the survey were asked how much money they typically spend on a day when they play VLTs. The data will look similar to the previous analysis, since time spent playing is correlated with the amount of money that is spent. Table 38 shows that about a quarter of the sample spends less than $10 each time they play. Slightly over 20% of respondents estimate that they spend exactly $10, and 28.6% of players estimate that they spend $20 each time they play.

Table 38 The percent of male and female VLT players and the amount of money that they spend on VLTs on a typical day when they play.

Type of Gambling	Males	Females	Total
VLTs			
$1 - $8	**27.5**	**21.1**	**24.4**
$10	**20.0**	**23.3**	**21.6**
$11 - $15	**3.2**	**2.4**	**2.8**
$20	**27.5**	**29.7**	**28.6**
$25 - $35	**4.5**	**8.1**	**6.3**
$40 - $50	**8.9**	**9.3**	**9.1**
$55 or more	**8.4**	**6.2**	**7.3**

How much money do people spend on VLTs monthly?

The average amount of money that people spend playing VLTs in an average month is shown on Table 39. Almost ¾ of the population (72.3%) do not spend anything on VLTs. About 10% spend less than $8 in an average month.

Table 39 The percent of males and females and the amount that they usually spend in an average month on VLTs.

Type of Gambling	Males	Females	Total
VLTs	**1533**	**1586**	**3119**
None	**71.2**	**73.5**	**72.3**
Less than $8	**9.1**	**10.0**	**9.5**
$10 - $19	**5.8**	**6.6**	**6.2**
$20 or more	**14.0**	**10.0**	**12.0**

An additional 6.2% spend between $10 and $20 dollars. However, there is a tendency for males to spend more on average than females. Approximately 14% of the males surveyed and 10% of the females surveyed reported spending $20 or more in an average month on VLTs.

Other demographic factors were examined for their relationship to VLT playing and spending. The percentage of people in each demographic level who play VLTs and the percent of VLT players who spend $50 or more monthly are shown on Table 40. Almost 30% of the population has played VLTs at least once in the past year. However, the proportion of young adults playing is much higher than the proportion of older adults. Almost half (48.6%) of the respondents between 18 and 24 years of age played VLTs, which is almost twice the rate for middle aged adults (35 – 59) and over three times the rate for older adults (60 or over). There were no income category differences between players and non-players. Similar proportions of low family income people (27.7%) play VLTs compared to higher income groups (around 30%). There were educational differences. People who had graduated from high school (and not gone on to university or college) were more likely to play. Single people were more likely to play than those with partners, probably because they are younger. As with other forms of gambling, First Nations respondents were much more likely to play than non First Nations people (50.8% vs. 27.3%). Interesting occupational status differences were found. Unemployed people are more likely to play VLTs. Exactly 40% of the unemployed respondents played VLTs, whereas less than 25% of the retired and self-employed respondents played in the past year.

Similar to the analysis of other types of gambling we classified VLT players into high and low spending groups. In the case of VLT players the classification criterion was set at $50 or more. About 19% of VLT players fell into this category. People over 50 years of age were more likely to spend over $50 monthly on VLTs, compared with younger age groups. Ther was an unusual relationship with income. People with family income between $50,000 and $70,000 were less likely to spend over $50 than the other three income groups. Just over 21% of each of those groups spent over $50 monthly, on average. There was no relationship with educational background, living arrangement, or whether one had children living in the home. However, there was a strong relationship with cultural status. First Nations VLT players were more than twice as likely than non First Nations VLT players to spend over $50 monthly. There was also a relationship between spend and occupational status. Unemployed VLT players and retired people who play VLTs were more likely to spend over $50 monthly on VLTs.

VLT playing is the third most common form of gambling reported by Manitoba adults, with over a quarter of the population playing regularly. Compared with more common gambling activities such as buying lottery and raffle tickets, people spend much more money on VLTs. The cut off to identify higher spending on VLTs was set at over $50, and this captured 19% of the players. For lotteries the cut off was set at $20 and this captured 21.7% of the players, for raffles the cut off was set at $10, which captured 20.9% of the players. Clearly, Manitobans spend much more on VLTs than any of the types of gambling described so far.

Table 40 Demographic characteristics associated with VLT playing.

Demographics	Percent of the population playing VLTs	Percent of VLT players spending over $50
	28.2	19.0
Age		
18 – 24 yrs	48.6	18.3
25 – 34 yrs	30.3	11.1
35 – 49 yrs	26.5	17.3
50 – 59 yrs	26.1	26.2
60 or over	18.6	26.2
Income categories		
Less than $30,000	27.7	21.5
$30 – $50,000	30.9	21.4
$50 - $70,000	29.7	11.8
Over $70,000	29.9	21.3
Educational level		
Less than high school	27.2	23.4
High school graduate	32.4	20.7
Some college/university	30.5	17.6
Completed college/university	25.1	16.4
Cohabiting		
Spouse	26.1	19.8
No spouse	32.3	18.2
Children in the home		
No Kids	26.0	18.9
Kids in the home	29.4	19.7
Cultural Status		
First Nations	50.8	41.1
Non First Nations	27.3	17.7
Employment status		
Employed	30.9	17.0
Unemployed	40.0	29.7
Homemaker	14.4	11.1
Student	33.9	13.2
Retired	23.0	28.8
Self-employed	23.1	20.5

What other characteristics are associated with VLT spending?

The previous table summarizes the relationship between VLT spending and categorical information (nominal data) such as level of education, family income level and occupational status. Since we are interested in getting a fuller picture of people who spend more on VLTs, we categorized VLT spending into three groups: those who do not spend anything (i.e., non-players), those who spend less than $20 per month (low-risk players), and those who spend $20 or more per month on VLTs. These groups were then compared on a variety of ordinal variables such as spending on other forms of gambling and how much they smoked and drank. The three groups differed on a variety of characteristics. People who spend $20 or more monthly also spend more on bingo, slots, lotteries, instant win tickets, raffles and Sport Select ® in an average month than the other two groups. However, although they have more problems related to drinking they did not drink more than non-players or people who spend less on VLTs. In fact, the VLT players who spend **less** than $20 per month drank more than the other two groups. However, high spending VLT players did smoke more cigarettes than the other groups, three times as much, on average, than non players, and about twice as much as those who spend less than $20 on VLTs.

When do people play VLTs?

We are also interested in temporal aspects of VLT playing, therefore we asked people what day of the week and what time of the day they usually played VLTs. The results are shown on Table 41.

Table 41 The time of day and day of the week when VLT players play VLTs.

Type of Gambling	Percent of VLT players
VLTs	
Day of the week	
Monday – Thursday	17.1
Friday & Saturday	49.3
Varies from week to week	33.5
Time of the day	
Morning	2.1
Lunch time	2.2
Afternoon	14.4
Early Evening	37.3
Late night	27.6
Varies from day to day	16.0

Almost half of the sample usually likes to play VLTs on Fridays or Saturdays. However, for about a third of players the day of the week that they usually play varies from week to week. Less than 1/5th of the population usually prefers to play during the week (i.e., between Monday and Thursday). The time of day that people usually play is also consistent with expectations. The most commonly selected category was "early evening", endorsed by over a third of the sample. A substantial percent (16%) do not seem to have a specific pattern (i.e., "it varies from day to day"). There is also another interesting group that represents over a quarter of the population of VLT players. These people, 27.6% of all VLT players, usually prefer to play late at night.

We examined these late night players in more detail to see if they were different from other players, and found that they were quite similar to people who like to play early in the evening in terms of the amount of money that they spend in a typical month on VLTs. The morning and lunchtime VLT players were grouped with the afternoon people because their numbers were quite small. Those who prefer to play in the morning, or over lunchtime and in the early evening spend more in an average month on VLTs than the other two groups. The people who play in the evening or late at night tend to spend less. The people who played VLTs late at night are less likely to go to the casino, are less educated, and are more likely to be employed or students. Although they are no more likely to be male or female, they are less likely to be married or living with someone, and they are younger than those who play during more regular hours (31.5 years of age, on average, compared with 49.8 and 43.7 for the afternoon and early evening players). There are no differences between the three groups on annual family income.

Where do people come from to play VLTs?

We also looked at where people came from to play VLTs. The response options provided were "home", "school" or "work". About three quarters of the players leave home to play VLTs (74.9% of all players), 13.2% come directly from work, and for 11.9% there is no consistent pattern, "it varies from week to week". Females were more likely to come from home (81.1% vs. 68.8% of male players), males were more likely to come from work (17.5% vs. 8.7%). There was a tendency for those who come from home to be less educated. Although there was a strong relationship with employment status, this was because retired people and students come from home, not work. This explanation also affects the relationship with age, as older people tend to come from home. The 35 – 49 year old group are more likely to come from work, and the younger people are more likely to come from either home or work.

How far do people travel to play VLTs?

The last question that we asked about VLT playing habits had to do with how far people travelled to where they usually play VLTs. Most people (64.3%) travel more than 10 blocks; however, just under a quarter (23.2%) travel less than five blocks usually, suggesting that they live quite close to their usual VLT haunt. There are no gender differences, no educational differences, and no employment status differences, between those who travelled further to play and those who did not travel far. However, there is a significant relationship between how far people usually travel to play VLTs and their age, younger people travel less distance and older people are more likely to travel more than 10 blocks to play VLTs. There is also a tendency for people who earn less to travel less distance to play.

What type of games do VLT players like to play?

Since there is more than one type of VLT game available at most locations we asked people what game they usually prefer to play, either poker or line-up games. Males are more likely to prefer poker VLTs, females are more likely to prefer line-ups. Exactly 57% of males prefer poker, compared with 42.4% of females. Approximately twice as many females (31.4%) chose line-ups over poker, compared with males (15.8%), and women are more likely to not have a preference (i.e., equally prefer line up games and poker games).

There is not a particularly strong relationship between VLT spending and a preference of line up or poker games, although there is a tendency for people who spend the most to not have a preference. The only other relationship with demographic characteristics was that students and self-employed people are more likely to prefer poker, retired people are more likely to prefer line up games.

Casino Gambling.

Revenues at the two Winnipeg casinos have been increasing. Revenues from the Club Regent Casino increased from $65.5 million in 2000 to $81.2 million in 2001. Likewise, revenues at the McPhillips Street Station Casino increased from $74.7 million to $87 million over the same time period. Given the number of estimated visitors per day (7,697 and 7,187, respectively) this works out to approximately $30 per day, per patron (Canadian Gaming News, 2001). This level of expenditure is much lower than any other casinos in Canada, with the exception of four casinos run by the Saskatchewan Indian Gaming Authority. In spite of this relatively low expenditure rate by Manitobans, it is important to identify who is at risk for overspending at casinos, and the characteristics of people who play the various casino games.

We asked people if they had gone to a casino to gamble in the past year. Some people may have gone to the casino to see a musical show or for meals, and we did not want these people wrongly counted as "casino goers". Unlike the Ontario survey, we did not differentiate between in and out of province casino gambling; therefore, the estimate will reflect both casino gambling at locations in Manitoba and casino gambling while out of province. We will assume that the proportion of the population gambling in casinos outside Manitoba is quite small as most of the Manitoba population has relatively easy access to casino gambling in Winnipeg.

Table 42 shows the percent of males and females who went casino gambling in the past year. Almost a quarter of the population (24.4%) went casino gambling in the past year. There were no significant differences between males (23.1%) and females (25.6%).

Table 42 Percent of males and females who went casino gambling in the past year.

Type of Gambling	Males	Females	Total
Casino	1530	1587	3117
Yes	23.1	25.6	24.4
No	76.9	74.4	75.6

Who goes to the casino?

When we compare people who go to the casino with people who do not go, there are some interesting demographic differences. As noted already, there was no gender difference; males were just as likely to go to the casino as females. The relationship between other demographic factors and casino going is shown on Table 43.

Table 43 Demographic characteristics associated with going to the casino.

Demographics	Percent of the population going to the casino last year	Percent of casino goers spending $50 or more monthly
	24.4	31.9
Age		
18 – 24 yrs	31.4	30.4
25 – 34 yrs	23.2	29.6
35 – 49 yrs	21.6	33.6
50 – 59 yrs	24.7	42.2
60 or over	25.1	22.6
Income categories		
Less than $30,000	21.5	36.3
$30 – $50,000	25.1	30.6
$50 - $70,000	27.4	31.6
Over $70,000	27.1	30.5
Educational level		
Less than high school	21.5	34.6
High school graduate	25.7	34.5
Some college/university	25.8	32.9
Completed college/university	24.6	27.1
Cohabiting		
Spouse	24.9	31.0
No spouse	23.8	32.5
Children in the home		
No Kids	26.7	28.9
Kids in the home	20.4	37.5
Cultural Status		
First Nations	32.5	50.0
Non First Nations	24.1	29.0
Employment status		
Employed	25.5	33.3
Unemployed	25.7	28.6
Homemaker	17.6	14.3
Student	29.6	20.0
Retired	27.4	24.2
Self-employed	15.3	51.5

Younger people were more likely to go to the casino, 31.4% of those under 25 had gone in the past year. There is a tendency for people with higher incomes to go to the casino. Over 27% of people with family income greater than $50,000 went in the past year, compared with 21.5% of those with family income less than $30,000. There was no relationship between educational level and casino going, nor were casino goers more likely to be living with a partner. This pattern was consistent for both males and females. People with no children living in the home (mostly students and retired people) were also more likely to go to the casino. This also probably reflects the fact that they are also more likely to be under 24 years of age than people who do not go to the casino. A larger percentage of First Nations people went to the casino to gamble in the past year, compared to non First Nations people (32.5% vs. 24.1%), which is consistent with previously discussed forms of gambling. Last, there was a strong relationship with employment status, "other"/self-employed people and homemakers were less likely to go to the casino; students and retired people were more likely to have gone in the past year.

As with previous analyses we looked at people who spend more money gambling at the casino than others. As with monthly VLT spending, we had to use a higher cut off to identify a small group of people who spend more. In this case 31.9% of casino goers spend $50 or more monthly at the casino. Table 38 also shows the relationship between demographic characteristics and spending more than $50. There is a tendency for people between 35 and 59 years of age to spend more than $50 per month. There are no income or education differences, nor are cohabiting people or people with children more or less likely to spend more than $50 per month. First Nations people are more likely than non First Nations people to spend more than $50 per month, on average, at the casino. Half of the First Nations casino goers spend at this level, compared with 29% of non First Nations people. Last, there are some interesting employment differences. Employed people and "other self/employed" people are more likely to spend more, and homemakers, students and retired people are more likely to spend less.

What is the relationship between casino going and other forms of gambling?

A number of other characteristics distinguish between casino goers and those who do not go. People who went to the casino last year are more likely to play bingo and spend more money in a month on bingo. They also spend more on Lottery tickets, scratch tickets, Sport Select ® and bet more on other sports events than those who do not go to the casino. Although they do not drink more, they have more alcohol related problems and a higher proportion of them smoke cigarettes than people who do not go to the casino.

What type of games do casino players play?

There are a wide variety of games offered at casinos, but three types of games are most common. We asked people who go to the casino how often they play slot machines, table games and Keno. The results are shown on Table 44.

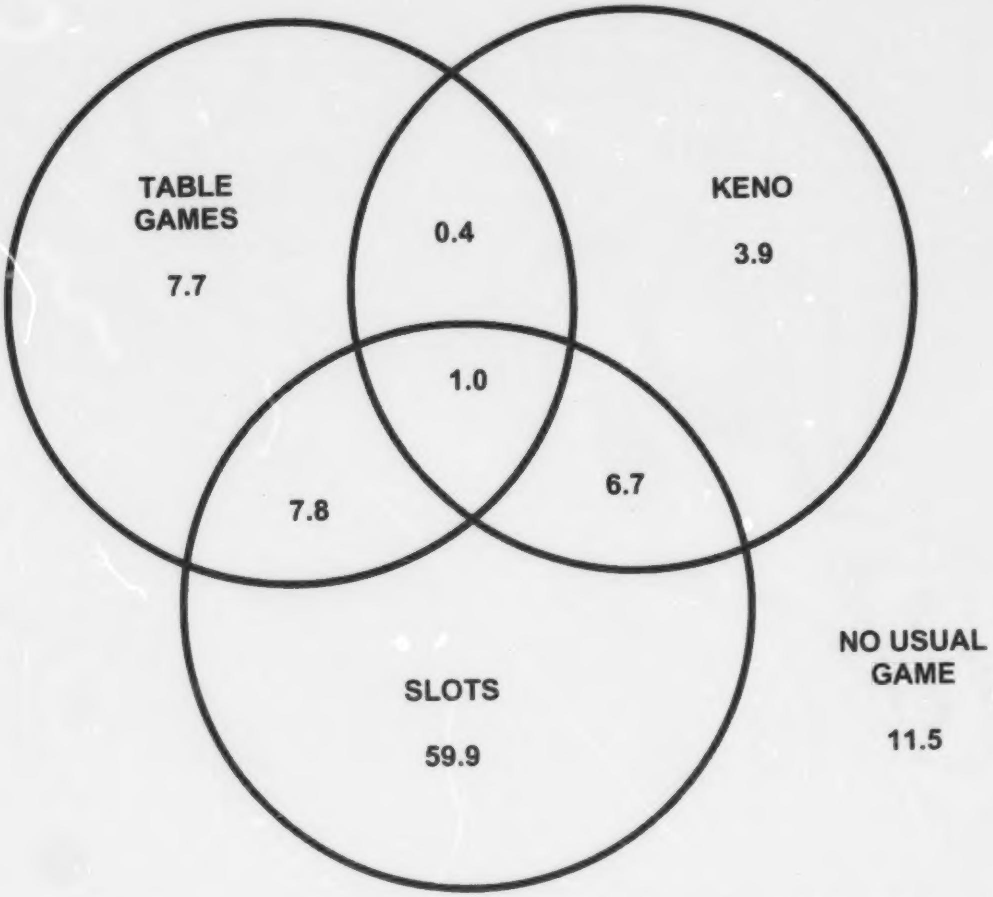
Table 44 The percent of males and females who went to a casino in the past year and the percent that played each game.

Type of Casino Gambling	Males	Females	Total
Casino	354	406	760
Slots			
Never	28.3	21.4	24.6
Less than once a month	45.5	56.3	51.3
Once a month or more	26.2	22.4	24.4
Table Games			
Never	70.9	93.6	83.0
Less than once a month	17.5	5.2	10.9
Once a month or more	11.6	1.2	6.1
Keno			
Never	88.1	87.2	87.6
Less than once a month	7.1	4.7	5.8
Once a month or more	4.8	8.1	6.6

Clearly, slot machines were the most frequent reason for going to casinos. Almost 75% of casino-goers play slots. This represents 18.6% of the total sample, or 157,760 Manitobans, if projected across the population. Almost a quarter of the casino-goers play slots once a month or more. Table games are another reason why people go to a casino. Almost 17% of the casino-goers (4.2% of the total sample, or 35,870 Manitobans) play table games. Table games are more likely to be played more often by males than females; 11.6% of males play once a month or more, compared with 1.2% of females. Another game that is played at casinos is Keno. Keno is played by 3.12% of the population (12.4% of casino-goers), which represents 26,520 Manitobans. Keno is more popular with females, 8.1% play Keno, compared with 4.8% of males.

Since slots Keno and table games are only available at casinos, we also wanted to identify how many people participate in each and all three of these activities. Figure 4 shows the percent of casinos goers who just play slots, Keno, or table games, how many play any two, and how many play all three.

Figure 4 The percent of people who go to the casino to play slots, Keno and table games.



Most people go to the casino to play slots. Less than 100 individuals (less than 3% of the sample) played Keno at the casino, and most of them also play slots. Table games are more popular than Keno, but again, over 50% of the table game players also play slots. Over 10% of casino goers did not have any game preference.

When do people go to the casino?

As with the analysis of VLT information, we asked people about both the time of day that they go and which day of the week they go to the casino. The results are shown on Table 45.

Table 45 Time of day and day of the week when people go to the casino.

Type of Gambling	Percent of Casino players
Casino	
Day of the week	
Monday – Thursday	22.1
Friday to Sunday	50.9
Varies from week to week	27.0
Time of the day	
Morning	3.0
Lunch time	3.4
Afternoon	18.6
Early Evening	40.7
Late night	22.2
Varies from day to day	12.1

Most casino goers prefer to go on the weekend (50.9%), although a substantial percent have no preference (27% state that it varies from day to day, or they do not know which day they usually go). Most casino goers usually go to the casino in the early evening, although, as with VLT players, there is a reasonably large group (22.2% of casino goers) who like to go late at night.

We also compared the preferred time of day and day of the week with the type of games that people liked to play when they go. Recognizing from the previous figure, that many people who play slots also play other games (i.e., "slots players" does not mean that these are the people who **only** play slots), slots players do not differ from other casino goers in terms of the usual day of the week when they play. They prefer to play on the weekend. Furthermore, like other casino goers the largest group of slots players likes to play in the early evening (40.7%), but many also like to play late at night (22.2%) or in the afternoon (18.6%). Again, these percentages were not different from casino goers generally. Likewise, people who like to play table games did not have a preferred day that was any different from other casino goers, however, they were less likely to play in the morning, afternoon or early evening. Table game players prefer to play at night, compared with other casino goers. Keno players are yet another group. They do not have a particular time that is preferred (compared with other casino goers), however, they are more likely to have no preference when they play (i.e., when asked what day of the week they prefer, they are more likely to state that it varies from week to week).

Where do people come from to go to the casino?

Casino goers were asked where they usually come from when they go to the casino. Response options were from work, home or school. Table 46 shows that most people come from home (83.1%) and a few go directly from work (5.9%). There are also a significant number for whom there is no particular pattern (10.5% of all casino goers stated that "it varies").

Table 46 The percent of casino goers and the location from which they travel to go to the casino.

Type of Gambling	Percent of Casino goers
Casino	
Location	
Home	83.1
Work	5.9
School	0.5
It varies	10.5

How far do people travel to go to the casino?

We asked people to tell us how far it is from where they live, work or go to school to where they usually go to the casino. The results on Table 47 show that most people travel more than 10 blocks to play at the casinos.

Table 47 Distance from usual location to usual casino location.

Type of Gambling	Percent of Casino players
Casino	
Distance	
1 – 5 blocks	3.8
6 – 10 blocks	6.4
More than 10 blocks	85.1
Varies from time to time	4.7

How much time do people spend at casinos?

Both the temporal and financial costs of gambling at casinos were evaluated. We asked people how much time they spent playing each game, and how many times per month they tend to play each game. Thus we are able to compute the monthly average time spent at the casino playing slots, table games and Keno. The results from this analysis are shown separately for males and females on Table 48. There is a strong gender difference in the amount of time that males and females spend playing slots. Females are more likely to play between one and a half to four hours; males are more likely to either play quite briefly (an hour or less) or for much longer periods of time (more than four hours). In terms of the average time spend playing table games; males who play table games are more likely to spend more than an hour playing table games. Females who play table games are more likely to play for an hour or less. There are only two categories (over/under an hour) because of the very few number of females (n = 18) who play table games. Finally, the average monthly time spend playing Keno shows that females are more likely to play Keno for longer than males, with over half of them (57.4%) playing for more than three hours per month, compared with 17.9% of male Keno players.

Table 48 The percentage of male and female slots players, table game players, and Keno players, and how often they usually play for.

Type of Casino Gambling	Males	Females	Total
Slots	161	215	376
One hour or less	61.5	47.0	53.2
1.5 to 4 hours	21.7	40.9	32.7
More than 4 hours	16.8	12.1	14.1
Table Games	75	18	93
One hour or less	42.7	77.8	49.5
More than an hour	57.3	22.2	50.5
Keno	39	47	86
Two hours or less	82.1	42.6	60.5
Three hours or more	17.9	57.4	39.5

How much money do people spend at casinos?

Although casino going is a little less common than playing VLTs, there are some people who spend substantial sums of money gambling at casinos. The breakdown of spending by the type of game played is shown on Table 49. The percentages in each category represent the percent of males and females who went to the casino in the past year who spend at that level. Thus 36.6% of males who have played slots in the past year at the casino spend less than $10 per month on slots. Although it looks like males spend more than females, this difference is not statistically significant, and is therefore due to chance and is not meaningful. Similarly, although it looks from the table like males who play table games spend more per month than females who play table games; this difference is not statistically significant, due to the small numbers of females (n = 18) who play table games. With regards to people who play Keno, the difference between the genders is significant. Female Keno players are more likely to spend more money per month on Keno than male Keno players. In fact, almost 30% of female Keno players spend over $100, compared with 17.5% of males.

Table 49 The percent of male and female slot players, table game players and Keno players and their monthly spending on these games.

Type of Casino Gambling	Males	Females	Total
Slots	161	207	368
Less than $10	36.6	45.9	41.8
Between $12 and $20	18.6	20.8	19.8
Between $21 and $100	26.7	20.8	23.4
More than $100	18.0	12.6	14.9
Table Games	72	18	90
Between $2.50 and $10	18.1	33.3	21.1
Between $12.50 and $25	27.8	38.9	30.0
Between $40 and $100	23.6	16.7	22.2
Over $100	30.6	11.1	26.7
Keno	40	47	87
Less than $10	60.0	31.9	44.8
Between $15 and $90	22.5	38.3	31.0
Over $100	17.5	29.8	24.1

What is the relationship between demographic characteristics and Keno?

Table 50 shows the relationship between other demographic characteristics and playing Keno. Although a relatively small number of people played Keno last year, there are some interesting of correlates of Keno playing. First, people over 60 years of age are much less likely to play than others. Only 1.4% of people over 60 played Keno in the past year, compared with about 3.6% of people between 35 and 59. First Nations people are much more likely than non First Nations people to play Keno. Almost 12% of First Nations respondents had played Keno in the past year, compared with 2.6% of non First Nations people.

Keno is a game that is more expensive than others. Almost a quarter of the people who play Keno spend over $100 per month. The percent of people who spend over $100 monthly is higher for those with lower income levels and those with lower education. For example, less than 7% of Keno players with family income greater than $50,000 spend this much monthly, however, over 50% of the Keno players with family income less than $30,000 spend over $100 monthly. Half of the Keno players with less than high school education spend more than $100 monthly, which is more than twice the rate for any other group. There were no statistical differences found for any other demographic factors. Although employment status differences were almost statistically significant, the small number of people in some of the groups results in unreliable estimates.

Table 50 Demographic characteristics associated with playing Keno.

Demographics	Percent of people playing Keno in the past year	Percent of Keno players spending over $100 monthly
	3.0	24.7
Age		
18 – 24 yrs	2.4	11.1
25 – 34 yrs	2.2	8.3
35 – 49 yrs	3.8	20.6
50 – 59 yrs	3.4	44.4
60 or over	1.4	37.5
Income categories		
Less than $30,000	3.2	52.4
$30 – $50,000	2.4	29.4
$50 - $70,000	3.4	5.3
Over $70,000	2.8	6.3
Educational level		
Less than high school	3.1	50.0
High school graduate	3.3	15.4
Some college/university	4.1	20.0
Completed college/university	2.3	16.7
Cohabiting		
Spouse	3.5	25.0
No spouse	2.0	23.8
Children in the home		
No Kids	2.7	25.5
Kids in the home	3.6	22.9
Cultural Status		
First Nations	11.9	27.3
Non First Nations	2.6	22.7
Employment status		
Employed	3.3	15.8
Unemployed	3.0	66.7
Homemaker	2.1	50.0
Student	1.8	-----
Retired	2.6	50.0
Self-employed	2.4	25.0

What is the relationship between demographic factors and table games?

The relationship between playing table games and demographic factors is shown on Table 51. Young people are much more likely to play table games than older people, with 12.7% of those under 24 years of age playing table games in the past year, more than twice as frequently as 25 – 34 year olds and 4 – 6 times more frequently than the other age groups. People who play table games are more likely to have higher family incomes, with 6.2% of people with incomes over $70,000 playing in the past year, compared with less than 4% in any other income category. People who are more educated are also more likely to play table games. Over 5% of those with some university education play table games, less than 2% of those with less than high school education played last year. Table game players are less likely to be living with a partner, probably because they are more likely to be younger. They are also more likely to be students. Approximately 7.9% of all students play table games, whereas very few retired people (1.5%) or homemakers (0.5%) played table games in the past year. There are no differences between First Nations people and non First Nations people in the rate of table game playing.

As with Keno, the high spending cut off on table games was set at $100 or more per month This captured 35.2% of the people who play table games. Spending $100 or more per month on table games was associated with being older. People who played table games and were 50 years of age or older were more likely to spend more. Over 60% of the players over 50 spend over $100 monthly, whereas less than 30% of the younger adults (under 34) spend this much on Keno. There were no spending differences associated with income differences; although the percentages within each group are quite different, the small numbers are unreliable, and therefore are not statistically significant. However, table game players who were less educated were more likely to spend $100 or more per month. Higher spenders were no more likely to be married or have children in the home. Although the difference between First Nations and non First Nations is statistically significant (all 3 First Nations table game players spent over $100 monthly), the small number of First Nations players limits the confidence to make general conclusions. Likewise with the occupational status there were very few homemakers who played table games (1), very few unemployed people (4) and very few retired people (5), limiting our ability to make strong inferences.

Table 51 Demographic characteristics associated with playing table games.

Demographics	Percent of the population playing table games	Percent of table game players spending over $100
	4.1	35.2
Age		
18 – 24 yrs	12.7	32.3
25 – 34 yrs	5.1	20.0
35 – 49 yrs	2.9	30.0
50 – 59 yrs	2.0	70.0
60 or over	1.9	57.1
Income categories		
Less than $30,000	3.5	22.2
$30 – $50,000	3.1	18.8
$50 - $70,000	3.9	41.2
Over $70,000	6.2	48.0
Educational level		
Less than high school	1.7	71.4
High school graduate	3.9	52.4
Some college/university	5.3	33.3
Completed college/university	5.3	20.9
Cohabiting		
Spouse	3.3	39.6
No spouse	5.6	31.7
Children in the home		
No Kids	4.5	30.2
Kids in the home	3.6	48.1
Cultural Status		
First Nations	5.1	100.0
Non First Nations	4.1	33.7
Employment status		
Employed	4.7	27.1
Unemployed	5.0	33.3
Homemaker	0.5	100.0
Student	7.9	42.9
Retired	1.5	100.0
Self-employed	5.7	46.7

What demographic characteristics are associated with playing slots?

Slots are the main reason people go to the casino. Almost 18% of the population played slots last year. There are about 4 times more slot players than Keno or table game players. As a result, the association between slot playing and demographic factors may be more relevant to those who make policy decisions about the use of casinos. As with VLTs and other casino games, young people play them at a much higher rate than older people. Almost a quarter (23%) of the adults less than 24 years of age played slots in the past year. However, slots are also quite popular with older adults, with 20.4% of people 60 years of age or older playing in the past year. Adults between 25 and 49 years of age were least likely to play slots. Just over 15% of them played in the past year. First Nations people are more likely to play slots; 25.6% of them player last year, compared 17.7% of non First Nations people.

As with the other forms of casino gambling the high spending limit was defined as spending more than $100 monthly. This cut off captured 15.2% of the slot players. There were generally no statistically significant differences with the exception of the difference between First nations people and non First Nations. Over 50% (52.2%) of the First Nations slots players spent over $100 per month playing slots in the past year. On the other hand 12.5% on non First Nations slots players spend this amount. We can therefore conclude that 13.4 % of First Nations people spend more then $100 monthly on slots at the casino. The comparable rate for non First Nations people is 2.2%.

Table 52 Demographic characteristics associated with playing slots.

Demographics	Percent of the population playing slots	Percent of slot players spending over $100
	17.9	15.2
Age		
18 – 24 yrs	23.0	19.2
25 – 34 yrs	16.8	11.5
35 – 49 yrs	14.4	16.8
50 – 59 yrs	19.3	15.5
60 or over	20.4	12.9
Income categories		
Less than $30,000	14.2	16.4
$30 – $50,000	19.6	17.8
$50 - $70,000	20.3	10.7
Over $70,000	19.9	15.4
Educational level		
Less than high school	15.8	21.3
High school graduate	17.9	15.7
Some college/university	17.8	17.0
Completed college/university	19.1	11.2
Cohabiting		
Spouse	18.3	14.6
No spouse	17.5	15.7
Children in the home		
No Kids	20.1	13.2
Kids in the home	14.1	19.6
Cultural Status		
First Nations	25.6	52.2
Non First Nations	17.7	12.5
Employment status		
Employed	18.4	16.9
Unemployed	19.0	18.2
Homemaker	14.4	---
Student	18.4	7.1
Retired	23.2	15.9
Self-employed	8.4	5.9

Betting on Horses

One form of gambling that has declined in recent years is betting on horse races. Although increased access to off-track betting has reduced the reliance on illegal bookies, there has been a general decline in horse betting. In the present survey we asked about betting on horses, either at the track or through off track betting. Table 53 shows that less than 5% of the sample bet on horses in the past year. This figure represents about 42,500 Manitobans. It is more common for males than females to bet on horses (5.5% of males vs. 3.7% of females).

Table 53 The percent of males and females betting on horses in the past year.

Type of Gambling	Males	Females	Total
Horse racing	85	59	144
Never	94.4	96.3	95.3
Less than once a month	3.7	2.7	3.2
Once a month or more	1.8	1.0	1.4
Don't know/refused	0.1	0	0.1

How much time do people spend betting on horses?

As with other forms of gambling we asked about how much time and money was spent on the activity, on average, in the past year. The percent of males and females who spend various amount of time betting on horses monthly are shown on Table 54. More males (85) than females (59) bet on horses in the last year.

Table 54 Amount of time spend monthly betting on horses by males and females.

Type of Gambling	Males	Females	Total
Horse racing			
Less than an hour	14.1	16.9	15.3
One to two hours	55.3	62.7	58.3
2.5 to 9 hours	15.3	20.3	17.4
Ten hours or more	15.3	0	9.0

Females bettors are more likely to bet on horses for less than two hours, males are more likely to bet on horses for longer periods of time.

How much money do people spend betting on horses?

Related to the amount of time spend betting on horses is the amount of money spend on betting monthly. Table 55 shows that males spend more then females, with 54.7% of male bettors spending more than $10, compared with 27.1% of female bettors.

Table 55 The percentage of males and females who bet on horses, and the amount of money that they spend monthly.

Type of Gambling	Males	Females	Total
Horse racing			
Five dollars or less	23.3	35.6	28.3
Between $5.50 and $10	22.1	37.3	28.3
More than $10	54.7	27.1	43.4

We looked at other demographic correlates of betting on horses. The percent of people in each demographic category who bet on horses in the past year are shown on Table 56. There is no relationship with age, cohabiting, children in the home, or cultural status. There is a relationship with both income and education. People with annual family income greater than $70,000 are more likely to bet on horses, and those who have higher levels of education are also more likely to bet on horses. This is quite different from other forms of gambling. People who bet on horses are also more educated that those who did not bet on horses in the past year. Homemakers (mostly females) were less likely to bet on horses, whereas 8% of the unemployed people in the sample bet on horses. This may reflect a gender difference (i.e., few male homemakers, males more likely unemployed than females).

Once again the sample was split into low and high spending. People who bet more than $12 monthly on horses were classified as high spenders. This level identified 43.9% of horse betters. There were no strong (i.e., statistically significant) demographic relationships with high betting on horses. There was a tendency for people with lower levels of education to spend more than $12 monthly. There was also a tendency for First Nations horse bettor to spend more, but the numbers are too small to be reliable (i.e., 5 of 6 First Nations respondents spent over $12 monthly)

Table 56 Demographic characteristics associated with betting on horses.

Demographics	Percent of the population betting on horses	Percent of horse bettors spending over $12 monthly
	4.7	43.9
Age		
18 – 24 yrs	6.2	27.3
25 – 34 yrs	5.1	34.6
35 – 49 yrs	4.6	52.1
50 – 59 yrs	5.0	51.9
60 or over	2.7	43.8
Income categories		
Less than $30,000	3.4	33.3
$30 – $50,000	4.1	40.0
$50 - $70,000	3.8	50.0
Over $70,000	7.3	51.1
Educational level		
Less than high school	2.2	71.4
High school graduate	4.9	50.0
Some college/university	4.8	30.0
Completed college/university	5.7	40.0
Cohabiting		
Spouse	4.5	49.4
No spouse	4.9	36.5
Children in the home		
No Kids	5.1	43.4
Kids in the home	3.8	47.6
Cultural Status		
First Nations	6.8	83.3
Non First Nations	4.3	43.0
Employment status		
Employed	5.6	44.4
Unemployed	8.0	87.5
Homemaker	1.6	33.3
Student	3.5	-----
Retired	3.0	31.3
Self-employed	3.0	50.0

Other sports betting

Respondents were also asked about betting on other sporting events, which included those that the person was involved in his or herself. Table 57 shows that only about 5.7% of the population bet on sporting events, although it is much more common for males to do so than females (8.9% vs. 2.5%). Overall, this represents a relatively small proportion of the Manitoba population, about 48,450 residents.

Table 57 The percent of males and females betting on other sporting events in the past year.

Type of Gambling	Males	Females	Total
Sporting Events			
Never	90.9	97.3	94.1
Less than once a month	3.9	2.1	3.0
Once a month or more	5.0	0.4	2.7
Don't know/refused	0.2	0.2	0.2

How often do people bet on sports events?

We looked at the number of people who bet on sports events in the past year and how often they bet on sports. Again a gender difference emerged. Table 58 shows how frequently males and females bet on sports events, with the gender difference exacerbated by the larger percentage of males betting more frequently on sports. Very few of the females who bet on sports do so more than twice a month (5%), whereas, about a quarter (24.3%) of the males who bet on sports, bet more than twice a month.

Table 58 Percent of males and females betting on sports in the past year, and the number of times they bet monthly.

Type of Gambling	Males	Females	Total
Sports betting			
Less than once a month	44.1	82.5	52.8
Once or twice a month	31.6	12.5	27.3
More than twice a month	24.3	5.0	19.9

We also looked at other demographic characteristics and their relationship to sports betting. Table 59 shows that people who bet on sports were more likely to be under 24 years of age. There were no family income, occupational status or educational differences between the groups.

Table 59 also shows the percent of sport bettors who spend more than $100 monthly betting on sports. Just over 11% (11.4%) of sport bettors spend this amount monthly. They are much more likely to be under 24 years of age (28.3% of sport bettors under 24 bet this much at least) or between 50 and 59 years of age (28.6% of sport bettors this old spend over %100 monthly). There were no income differences, but there was an educational difference. High spending sports bettors were more likely to have some university of college education, compared with people who did not bet this much. High sports bettors were no more likely to be cohabiting or living with children in the home, and there were no educational differences. First Nations sports bettors were no more likely to spend over $100 monthly, compared with non First Nations people. There were no employment status differences.

Table 59 Demographic characteristics associated with sports betting.

Demographics	Percent of the population betting on sports events	Percent of sports bettors spending over $100 monthly
	5.8	11.4
Age		
18 – 24 yrs	12.7	28.3
25 – 34 yrs	8.3	2.3
35 – 49 yrs	5.3	3.8
50 – 59 yrs	2.5	28.6
60 or over	3.3	-----
Income categories		
Less than $30,000	4.4	10.3
$30 – $50,000	5.4	2.6
$50 - $70,000	6.0	20.6
Over $70,000	10.8	11.8
Educational level		
Less than high school	3.5	4.8
High school graduate	5.6	6.3
Some college/university	7.9	28.1
Completed college/university	6.3	9.5
Cohabiting		
Spouse	5.4	10.9
No spouse	6.6	11.3
Children in the home		
No Kids	5.7	8.1
Kids in the home	6.1	16.9
Cultural Status		
First Nations	7.7	22.2
Non First Nations	5.7	10.8
Employment status		
Employed	6.9	11.3
Unemployed	8.0	12.5
Homemaker	1.1	-----
Student	10.4	27.3
Retired	2.5	-----
Self-employed	5.7	10.5

How much do people spend betting on sports?

We were able to calculate how much people spend on average in a month on sports betting. Table 60 shows the comparison of males and females. Males spend more monthly than females on sports betting.

Table 60 Monthly spending by male and female sports bettors.

Type of Gambling	Males	Females	Total
Sports betting	136	40	176
Less than $5	41.2	65.0	46.6
Between $7.50 and $15	18.4	22.5	19.3
Between $20 and $80	26.5	10.0	22.7
$100 or more	14.0	2.5	11.4

The comparison of high sports spenders with lower sport betting spenders produced similar results as for the frequency data, with the exception that high sports spenders were also more likely to go to the casino, and were also much more likely to spend more on VLTs. There was also a weak relationship with level of education, with less educated people more likely to spend less than $5 per month betting on sports, compared with more educated people.

What other types of gambling do sports bettors engage in?

Sports bettors who bet more than twice a month were also likely to engage in a variety of other gambling activities. For example, they were more likely to play VLTs, buy scratch and win tickets or be a bingo player than those who bet on sports less frequently. They were also more likely to spend more on VLTs, slots, and to spend more on instant win tickets and on Sport Select ® than sports bettors who bet less frequently than twice a month. More frequent sports bettors also tended to spend more on Lottery tickets than less frequent sports bettors.

Internet Gambling

Recent concerns have been expressed about gambling on the internet, since regulatory problems and jurisdictional issues have yet to be resolved. Internet gambling seems to be a source of curiosity, although gamblers in treatment have yet to report that this form of gambling is a cause for concern in their lives. Table 61 shows the percent of males and females who report gambling on the internet in the past year. Clearly, this is still a relatively rare form of gambling in Manitoba, with 0.35% of the population engaging in this activity. This represents about 2,975 Manitobans.

Table 61 The percent of males and females gambling on the Internet in the past year.

Type of Gambling	Males	Females	Total
Internet gambling	**1533**	**1586**	**3119**
Never	**99.5**	**99.7**	**99.6**
Less than once a month	**0.1**	**0.2**	**0.1**
More than once a month	**0.4**	**0.1**	**0.3**

Internet gambling does not seem to be an important issue in terms of gambling in Manitoba. A total of 11 people gambled on the Internet in the past year; therefore, it would be meaningless to report statistical relationships with demographic characteristics and other factors. The percentage of the population within each demographic level is shown on Table 62 for descriptive purposes and to underscore that this type of gambling is still quite rare in Manitoba.

Table 62 Demographic characteristics associated with Internet gambling.

Demographics	Percent of the population gambling on the Internet
	0.35
Age	
18 – 24 yrs	1.1
25 – 34 yrs	0.2
35 – 49 yrs	0.5
50 – 59 yrs	0.2
60 or over	-----
Income categories	
Less than $30,000	0.6
$30 – $50,000	0.5
$50 - $70,000	-----
Over $70,000	0.3
Educational level	
Less than high school	0.6
High school graduate	0.4
Some college/university	0.5
Completed college/university	0.2
Cohabiting	
Spouse	0.3
No spouse	0.5
Children in the home	
No Kids	0.2
Kids in the home	0.6
Cultural Status	
First Nations	0.5
Non First Nations	0.1
Employment status	
Employed	0.4
Unemployed	-----
Homemaker	1.1
Student	1.8
Retired	-----
Self-employed	-----

Adult Problems with Gambling

The term 'gambling problems' can obviously include a wide range of potential negative consequences. Since the late 1990s, the Addictions Foundation of Manitoba, along with other similar agencies elsewhere in Canada, have adopted the following broad definition:

Problem gambling is gambling behaviour that creates negative consequences for the gambler, others in his or her social network, or for the community.

This definition is comprehensive in that it applies to others affected as well as to the individual gambler. It also applies to a wide range of harmful consequences, including those social and economic harms that extend beyond an individual's own difficulties with gambling. The breadth of this perspective makes it particularly useful for public policy discussions in which the costs and benefits of legalized gambling are being weighed.

At the same time, it is important to acknowledge that agencies, such as the Addictions Foundation of Manitoba, can only address a particular range of the harms that might arise from gambling. As with our response to the harms associated with alcohol and other drugs, the Addictions Foundation of Manitoba primarily offers assistance to individual clients in dealing with cognitive, emotional, and interpersonal issues arising from or leading to their gambling problems. These services are also made available to affected family members.

When looking at research on problem gambling prevalence, we need to keep in mind that different purposes require different measurement strategies. For those working from a public policy perspective the main interest will be with estimating the incidence of economic problems in the population, particularly those problems that affect not just the individual but also the broader community. In contrast, for those working from a treatment perspective the main concern will be estimating the incidence of personal problems, particularly those that can be alleviated through rehabilitation counselling or psychotherapy. Agencies like the Addictions Foundation of Manitoba, for example, are primarily interested in rates of personal and interpersonal problems that we can help individuals address.

A number of standardized measures have been developed to assess the extent of such personal and interpersonal problems. For example, the South Oaks Gambling Screen (SOGS) has been widely used in North America and Australia. During the mid-1990s, the Manitoba Lotteries Corporation commissioned a survey in which the SOGS was used. Since then, several Canadian agencies have begun to use the Canadian Problem Gambling Index (CPGI) as an alternative to the SOGS. The CPGI is preferred because it permits qualitative distinctions to be made among problem gambler subtypes.

Surveys conducted in a number of Canadian provinces, including our own, used the CPGI for their estimates in 2001. Our Manitoba survey also collected information using the SOGS and so we report estimates from both measures below. As well, since our audience will include those primarily concerned with public policy issues, we also report some rates of financial problems using other indicators from our survey.

Respondents who gambled in the 12 months prior to the survey were asked a wide range of problem gambling questions widely used by researchers in the field. Both the SOGS and the CPGI are indices computed by adding together the answers respondents give to particular sets of these questions. Both indices are attempts to come up with an overall description of how much someone is suffering personal and interpersonal difficulties due to their gambling.

South Oaks Gambling Screen Estimate

In 1995 the Manitoba Lotteries Corporation survey had used the SOGS to estimate the rate of probable pathological gambling. That study estimated the rate of probable pathological gambling (i.e., those that could likely benefit from treatment) to be 1.9% of the total adult population. In our more recent study we also collected data using the SOGS and found the 2001 rate to be approximately 2.3% - a minor increase.

Canadian Problem Gambling Index Estimate

As indicated earlier, Canadian agencies have moved toward using the CPGI. We asked a random sub-sample of our gambling respondents (one-third) the nine CPGI items.

The CPGI is scored for each respondent by simply adding together the responses given to nine questions (see appendix). Thus respondents who report more of the problems implied in the questions will have higher scores, as will those who report having these problems more frequently. Total scores can range from 0 to 27. To make interpretation easier, total scores are commonly grouped into 4 levels: non-problem (0), low risk (1-2), moderate risk (3-7), and problem gambling (8+).

On the basis of the 2001 survey data we estimate that approximately 2.3% of the adult population in Manitoba fall into the moderate risk category, while a further 1.1% fall into the problem gambling category. In other words, according to the CPGI, about 3.4% of Manitoba adults are likely either moderate risk gamblers or problem gamblers. This rate can also be expressed as 8.0% of Manitoba gamblers excluding those who only play lotteries, raffles or infrequent bingo.

Since this is the first time that the CPGI has been used on a large sample of Manitoba adults, these figures can serve as a baseline for future studies.

However, we are not able to report changes over time at this point on the basis of the CPGI.

Are some groups more at risk than others?

An analysis of problem gambling questions used in the survey, including those used for the CPGI, reveals that some groups are more at risk than others. Specifically, males tend to indicate more problems with gambling than females. Adult gamblers under 25 years of age--especially males--indicate more problems than older gamblers. Both of these findings are consistent with patterns of other risk behaviours, such the use of alcohol and other drugs. Finally, those gamblers having household incomes under $30,000 per year are more likely to have gambling problems than those from higher income categories. This remains the case even after controlling for household size.

It should be noted at this point that First Nation gamblers tended to spend more time and money on gambling than other respondents. This would suggest that they might also constitute a higher risk group for gambling problems. Our sample did not include a sufficient number of people from this population to make that connection with confidence. First Nations people, however, are over-represented in lower income categories in Manitoba. Thus, they may be at risk for problem gambling on socioeconomic grounds given the analysis above.

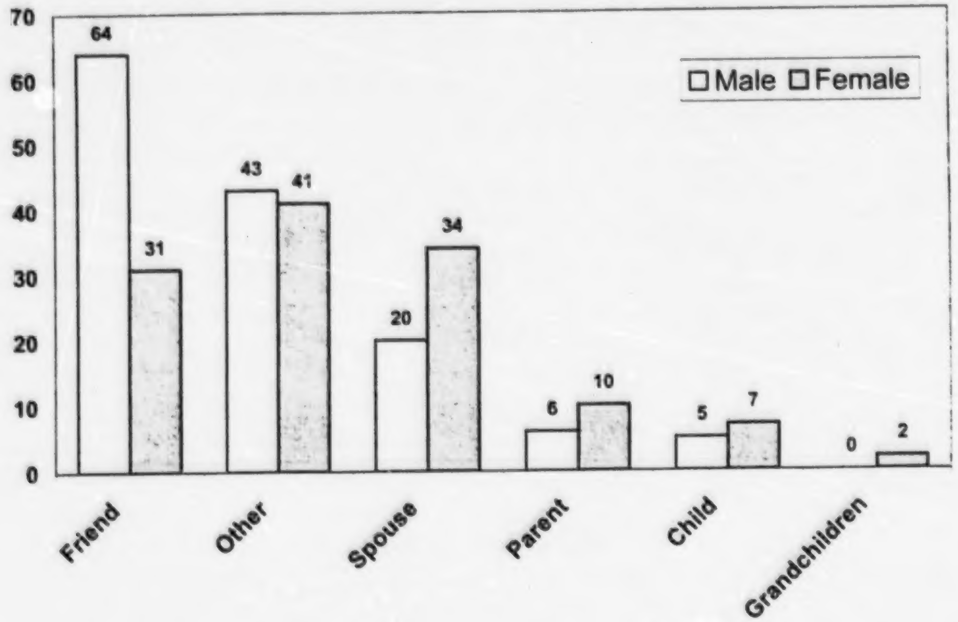
For more specific information on problem gambling it can be useful to examine the distribution of responses for each of the questions that comprise the CPGI. This is also advisable given that researchers in the problem gambling field are still considering how much weight to put on each item and where to make the cut-off points for the categories. For this purpose, we refer the reader to Appendix A (Comparative Analysis of CPGI Responses) and Appendix B (Comparative Analysis of Other Indicators).

How many are affected by other people's gambling?

In the adolescent data we identified a number of students (roughly 7%) who stated that they had been adversely impacted by someone's gambling. We asked similar questions in the adult survey.

Similar to the high school student rate, about 8% of Manitoba adults report being affected negatively by someone else's gambling. Men tend to experience problems because their friends are gambling, whereas women are likely to have such problems with family members (Figure 5).

Figure 5 Number of males and females and the people whose gambling has caused them problems.

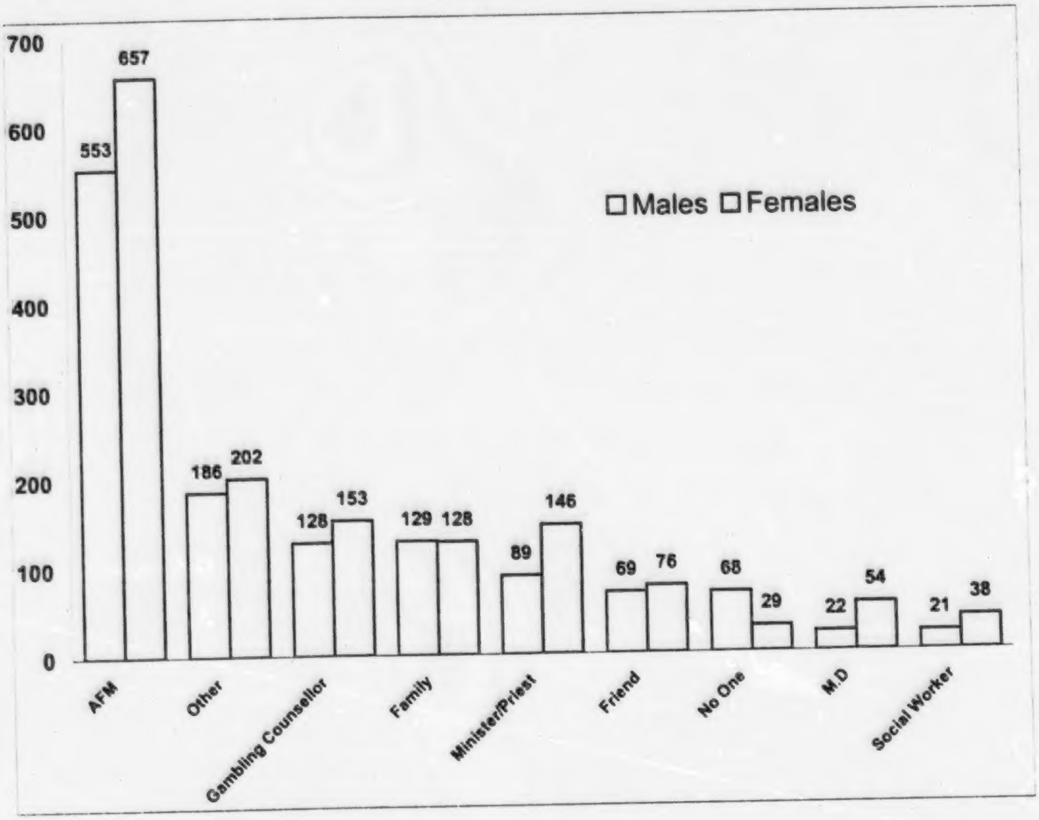


Adult Awareness of Resources

Where do people think they can go for help related to gambling problems?

Because the AFM is the agency with the mandate for treatment and rehabilitation of problem gambling in the province we were interested in where people thought individuals with gambling related problems could go for treatment. Figure 6 shows the number of individuals identifying various resources.

Figure 6 The number of males and females who identified various options for help with gambling related problems.



Respondents were allowed to select as many people as they wished, but a list of possible "helpers" was not provided. That is, we did not try to solicit response specific to any agency, but allowed people to identify as many resources as they wished.

One-quarter of all respondents—including both gamblers and non-gamblers--did not know where to go or where to refer someone else for help with gambling problems. Respondents who could name a source of assistance were by far most likely to identify the Addictions Foundation of Manitoba. 40% of all respondents named the AFM in this regard. This is a substantial increase from earlier years and continues a pattern of rising awareness of the AFM among Manitobans.

Nevertheless, those respondents who were themselves experiencing problems with gambling were less likely to identify the Addictions Foundation of Manitoba. Of these, only 30% named the AFM. There are no particular outstanding gender differences, except that females were more likely than males to identify a minister or priest as someone they would go to for help with a gambling problem.

Comparison of current problem gambling rates to national trends.

In 2001 the Canadian Press and Leger Marketing conducted a national telephone survey of 1504 respondents regarding their gambling habits. Almost 80% (78.9%) of Canadians stated that they play games of chance, which is quite comparable with the Manitoba rate reported here (85%). Interregional comparisons in the Leger report (Manitoba and Saskatchewan were grouped into "Prairies") show that the Prairies have the highest rates of gambling, with 83.6% reporting that they play games of chance. Comparisons across the different types of gambling also show that the Prairie Provinces have the largest percentage of people playing Lotteries, going to casinos, playing Video Poker and betting on horse racing in the past year, compared with any other region. Of particular concern is the observation that over twice as many Prairie residents had played Video Poker in the previous month (19.2%) than any other region, except the Atlantic Provinces (11.1%). Some of the low rates in other provinces (e.g., B.C.) reflect lack of access, as VLTs are not widely available in some provinces.

According to the Leger report about 2.4% of Canadians define themselves as "compulsive gamblers", which is defined as "obsessed with games of chance… and only thinking about going to play again to recover losses". Interregional comparisons show that prairie residents are less likely to admit to being compulsive gamblers (1.4%), Quebec residents are much more likely to see themselves as compulsive gamblers (5.0%). The rates are highest among males (3.3% vs. 1.6% for females), and among younger respondents (5.6% of those between 18 and 24).

In December 2001 the Canadian Centre for Substance Abuse and the Responsible Gambling Council (Ontario) released a report measuring gambling and problem gambling in Ontario. The rate of problem gambling (3.8% using the CPGI definition) and the patterns of problem gambling (for example, higher rates among males and adults under the age of 24) are consistent with both the national data presented in the Leger Report and the Manitoba data reported in our survey. Also of interest in the present context is the comparison with Manitoba in terms of the types of gambling that the population engages in. A major difference between the two provinces is the types of gambling that are readily available. In Manitoba VLTs are accessible in approximately 566 different locations in the province, mainly licensed beverage rooms. In Ontario slot machines are only accessible in casinos, and at racetracks. There are no VLTs in Ontario.

Table 63 shows the percent of people in Ontario and Manitoba who participated in any of the types of gambling listed in the previous year. In some instances the questions were not exactly identical, therefore, direct comparisons between the provinces must be made with care. For example, Ontario asked about VLT and slot playing in casinos, we distinguished between the two because VLTs are also played in lounges in Manitoba. Ontario asked about out of province casino gambling, Manitoba did not. Nevertheless, the table does show that Manitobans gamble more frequently than residents of Ontario, but there is not a large difference in the percent of the population that have moderate or severe problems with gambling, according to the CPGI definition (3.8% in Ontario, 3.4% in Manitoba). Manitobans are more likely to buy raffle tickets and participate in bingo, Ontarians are more likely to buy scratch and win tickets and bet on sporting events. About 28% of residents of both provinces play slot or VLTs, although in Ontario the locations of these activities are more restricted.

Table 63 Gambling in the past year in Ontario, Manitoba, Saskatchewan and Alberta.

	Ontario	Manitoba	Sask.	Alberta
Survey year	2001	2001	2001	2001
Gambled in year prior to survey	83.2	85.0	86.6	82.0
Type of Gambling				
Lotteries	64.6	61.0	62.6	61.8
Raffles	51.0	59.1	63.7	49.5
Scratch & Win	31.6	22.8	27.5	29.2
Bingo	8.5	10.1	8.4	8.5
Sporting events	13.2	5.8	9.3	10.8
Sport Select ®	6.0	4.3	5.3	3.1
Horse races	5.4	4.6	2.7	4.7
Internet	0.6	0.3	0.2	0.3
Casino				
Out of province	9.5	--------		4.6
Keno	-------	3.0		5.7
Table games	7.2	4.1	7.3	
Slots or VLTs	28.3	--------		13.4
Slots	-------	18.0	20.3	15.9
VLTs	-------	28.2	17.7	-------
Problem gambling (CPGI)				
Non-gamblers	16.8	15.0	13.4	18.0
Non-problem gamblers	69.8	75.6	71.4	67.0
Low risk gamblers	9.6	6.0	9.3	9.8
Moderate risk gamblers	3.1	2.3	4.7	3.9
Problem gamblers	0.7	1.1	1.2	1.3

Note: Some comparisons between provinces are difficult to make due to differences in how the questions were asked. The Manitoba survey asked about VLT playing. Ontario distinguished between playing VLTs in casinos or not. Ontario also asked about casino playing out of province. The Saskatchewan sports events betting category was quite different than the Manitoba question.

Seniors and Gambling

In 1999 estimates of seniors gambling were derived from the reports of key informants, individuals who work with elderly populations and were seen to be knowledgeable about the extent of gambling in seniors. The most common gambling venues identified were bingo establishments, casinos, lottery outlets and bars (presumably for VLT locations), and the most popular forms of gambling in the seniors community were suggested to be VLTs, slot machines, bingo and scratch and win tickets. Since we now have self-report data from the seniors community were are now able to compare these informed estimates with more recent statistics.

A dramatic increase in the numbers of seniors gambling prompted concern about the potential vulnerability in this age group, due to social isolation and post-retirement inactivity. However, there was little empirical data on whether increased numbers of seniors gambling results in increased number of seniors with gambling problems. A more recent AFM report (Wiebe, 2000) reported the prevalence of gambling and problem gambling, and the potential for older adults to be at risk for problems related to gambling. A sample of 1,000 Manitoba adults over 60 years of age agreed to a telephone survey. About 77% of seniors gambled in the previous year, mostly buying Lottery or raffle tickets. The typical older gambler spends less than $50 per month on all gambling activities, thus they do not appear to be at risk for developing financial problems as a result of their gambling. In 2000, 1.6% of the seniors were gambling at problem levels, and 1.2% were gambling at a "problem pathological" level (SOGS terminology). Both of these rates are lower than for other adults and youth samples. In 2001 these findings are generally replicated, however, the rates are less stable due to the much smaller number of respondents.

From the various demographic tables in the 2001 survey we are able to suggest the following patterns of seniors gambling:

- Seniors are less likely than others to buy scratch tickets
- Seniors are less likely than others to buy Sport Select ® tickets, and are less likely to spend over $20 monthly on Sport Select ®
- Seniors are no more likely than others to buy raffle tickets
- A slightly larger percentage of people over 50 (about 10.6%) play bingo, compared to those between 25 and 49 (about 8.6%).
- Seniors (over 60 years of age) who play bingo are more likely to spend $20 or more (monthly) than players under 35 years of age
- A smaller percentage of seniors (18.6%) play VLTs than any other age group
- Seniors are just as likely to go to the casino as other age groups, but they tend to spend less
- Although seniors are the least likely to play Keno and table games at the casino, they tend to be more likely than middle-aged people

to play slots. When they do play they are less likely than middle-aged people and young adults to spend more than $100 a month

- Seniors are less likely than other age groups to bet on horses or gamble on the internet
- People over 50 years of age are least likely to bet on sporting events

Overall, it appears that gambling problems in the senior's population are fewer than the problems in the younger population. Younger adults gamble on a wider variety of activities, gamble more frequently and spend more money on gambling than older adults. For some types of gambling such as bingo and slots, seniors may be more likely to play, but they do not spend at higher levels than other age groups.

One issue that has yet to be addressed is the fact that older adults may have greater difficulty accessing services for gambling problems, for a variety of reasons. Because of their social isolation many potential problem gamblers may go unnoticed and untreated. We compared the relationship between age and reports of whom someone could go to for help if they had a gambling problem. The results on Table 64 shows that older adults are less likely to suggest going to family or friends for help than younger respondents, but they are more likely to think that people with gambling problems can seek assistance from a religious figure (minister, priest or rabbi). People over 60 were also least likely to suggest AFM as a resource for gambling problems.

Table 64 Number of people in each age group and the percent who identified various help-seeking options for people with gambling problems.

	Age of respondent				
	18 – 24	25 - 34	35 - 49	50 - 59	Over 60
Number	370	530	1037	555	582
Family	17.6	12.4	7.6	3.8	3.9
Friend	10.3	6.7	3.8	3.4	1.7
Physician	0.3	2.1	2.1	3.4	3.9
Minister/priest /rabbi	3.0	7.7	7.4	9.2	8.9
Social worker/ Psychologist/ psychiatrist	1.4	1.9	2.0	1.6	2.4
Gambling counsellor	10.0	7.0	11.0	7.7	8.1
AFM	33.5	40.6	42.5	43.1	30.7
Employee Assistance Programs	0	1.7	1.7	1.4	0
Other	11.9	13.2	12.6	15.7	0

Women and gambling

Another special population that has been examined are females. Specifically, there has been concern expressed in the past that women may be at risk for becoming problem gamblers. As a result were compared males and females on a variety of gambling activities. To summarize the data from the various demographic comparison tables:

- Females are less likely to buy Lottery tickets more than once a month, and spend less on Lottery tickets each month
- Females are less likely to buy Sport Select ® tickets, less likely to bet on sporting events, and are less likely to gamble on the Internet
- Females are more likely to play bingo, about three times as many females play bingo than males. Furthermore, they are more likely to spend more each month on bingo with about 5.2% of females who play spending over $45 per month, compared with 1.4% of male players
- Females play VLTs less frequently than males; however, when they do play they are more likely to play for longer. On the other hand, males play more frequently, and as a result play for more hours each month, on average, than females
- Females were just as likely to go to the casino as males. At the casino females are less likely to play table games, but are more likely to play Keno more frequently (and play for longer when they do play). Females also spend more on Keno, but spend less on slots and table games, on average

Although previous studies (e.g., Wynne, 2001) identified demographic characteristics of female problem gamblers, (under 25 years of age, single, lower income and less education, more likely Aboriginal and unemployed or retired), these characteristics are not unique to female problem gamblers. All of these characteristics are found in male problem gamblers and are characteristics of the people who tend to gamble more or spend more when they do gamble. One characteristic of the scale used to measure "pathological gambling" is a reliance on subjective indices such as "guilt associated with gambling". Females are much more likely to endorse items reflecting psychological issues around their behavior.

First Nations Gambling

A recent review of studies that have included Aboriginal populations in their gambling research have consistently identified that the prevalence of gambling is much higher, with the prevalence of problem gambling ranging from 5.8% to 19% and the prevalence of pathological gambling ranging from 6.6% to 22% (Wardman, el-Guebaly & Hodgins, 2001). Odds ratios indicate that the Aboriginal population has a problem gambling rate that is between 2.2 to 15.7 times higher than non-Aboriginal populations. Unfortunately, due to the small sample size we are not able to estimate reliably the percent of First Nations people with problem or "pathological" gambling, however, we are able to estimate the percent of the First Nations population who play various games and the amount that they spend on these games. It is clearly documented in a variety of tables that First Nations people gamble at a much higher rate than non First Nations, and when they do gamble they are also spending much more money than non First Nations.

However, before we draw any firm conclusions regarding First Nations participation in gambling we need to cautiously interpret the relevant data. First Nations groups are clearly disadvantaged. They are more likely to be poor, less educated and younger. These patterns are also found in this sample. There were very few First Nations respondents over 60 years of age, First Nations respondents were more likely to report family income less than $30,000 and they were more likely to have less than high school education. First Nations people were also more likely to have kids in the home, and their unemployment rate was also much higher than non First Nations (18.8% of the First Nations people were unemployed, compared with 2.6% of non First Nations)

Nevertheless, there are a number of differences between First Nations people and non First Nations people on gambling activities. These are summarized as follows:

- First Nations people are no more likely to buy lottery tickets than non First Nations people, but those who do are almost twice as likely to spend more than $20 monthly
- First Nations people are more likely to buy scratch and win tickets, and those who do are much more likely to spend $10 or more
- First Nations people are almost three times more likely to play Sport Select ®, and those who do are twice as likely to spend over $20
- First Nations people are less likely to buy raffle or fundraising tickets
- First Nations people are three times more likely to play bingo, but those who do play are not more likely to spend $45 or more monthly
- First Nations people are almost twice as likely to play VLTs. Approximately, 50% of First Nations played VLTs in the past year. Furthermore, First Nation VLT players are almost twice as likely to

spend $50 or more monthly, compared with non First Nations (41.1% vs. 17.7%)

- First Nations people are more likely to go to the casino (32.5% vs. 24.1%), and those who do go are more likely to spend more than $50 monthly (50% vs. 29%)
- First Nations are approximately five times more likely to play Keno, but are no more likely to spend over $100 monthly
- First Nations are more likely to play slots (25.6% vs. 17.7%) and those who play are much more likely to spend over $100 monthly (52.2% vs. 12.5%)

Conclusions

Given the prevalence of gambling among high school students, prevention and education efforts in the area of gambling problems need to target middle year schools. This is consistent with what we have learned from the High School student survey and from our analysis of AFM youth client profiles.

The population profile of those having problems with gambling is somewhat different from those that seek help. Follow-up research is needed to reach and effectively work with people from the full range of at-risk gamblers. This is underscored by the finding that problem gamblers need to be made more aware of AFM gambling services.

Efforts to develop information and programs to support those affected by other people's gambling need to be expanded. Clearly, both youth and adults are experiencing difficulties as a result of someone else's gambling. This highlights an important point: the impact of gambling problems extends beyond individual gamblers to their families and communities.

There are strong indications that people who gamble on one type of activity are also more likely to gamble on others. For example, few people just buy scratch and win tickets, they usually also buy lottery tickets and other fundraisers. People who spend more on bingo are also likely to spend more on VLTs. People who go to the casino also spend more on a variety of other types of gambling, including bingo, lotteries, Sport Select ® and other sports betting. As a result, the percent of disposable income spent on gambling may be substantially underestimated by the methods that we have used.

Some forms of gambling clearly cost more than others and therefore may have a greater impact on individual family finances. Few people spend much money on bingo, scratch and win tickets or on lotteries. On the other hand, almost 30% of VLT players (about 8.2%) of the population spend $40 or more monthly, on average, playing VLTs. Of even greater concern may be the amounts of money being spent at casinos, especially by First Nations people and those with low incomes. A quarter of the people who play Keno spend over $100 monthly, and over a third of all table game players spend at least this amount. Although slots players do not spend this amount, there are many more of them. Approximately, 2.7% of the population spends more than $100 monthly on slots, representing about 22,950 Manitoba adults. This small proportion of the population is contributing disproportionately to the casino revenues, since (conservatively) they deposit over $27 million annually.

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Appendix A

Comparative Analysis of Canadian Problem Gambling Index Responses

The following tables show how Manitoba gamblers in different demographic categories answered the nine questions used to calculate the CPGI scores. Also compared are the rates for individuals falling into the 'moderate risk' or 'problem gambler' classification according to the CPGI. Please note that all the analyses presented in this section exclude those who only played lotteries, raffles or infrequent bingo.

Table 65 The percent responding 'most of the time' or 'almost always' to CPGI questions by gender.

In the past 12 months how often ...	Men (n=230)	Women (n=217)	Total (n=447)
have you bet more than you could really afford to lose?	**3.4%**	**2.5%**	**3.0%**
have you needed to gamble with larger amounts of money to get the same feeling of excitement?	**1.3%**	**2.1%**	**1.7%**
have you gone back another to try and win back the money you lost?	**1.8%**	**2.0%**	**1.9%**
have you borrowed money or sold anything to get money to gamble?	**0.4%**	**0.4%**	**0.4%**
have you felt that you might have a problem with gambling?	**0.9%**	**0.4%**	**0.7%**
have you felt that gambling has caused you any health problems, including stress or anxiety?	**0.9%**	**1.6%**	**1.2%**
have people criticized your betting or told you that you have a gambling problem, whether or not you thought it is true?	**0.5%**	**1.6%**	**1.0%**
have you felt your gambling has caused financial problems for you or your household?	**0.1%**	**0.4%**	**0.2%**
have you felt guilty about the way you gamble or what happens when you gamble?	**0.1%**	**3.3%**	**2.1%**
Percent classified by CPGI as being moderate risk or problem gamblers	**8.7%**	**7.2%**	**8.0%**

Table 66 The percent responding 'most of the time' or 'almost always' to CPGI questions by age category.

In the past 12 months how often ...	18-24 years (n=64)	25-59 years (n=312)	60+ (n=69)
have you bet more than you could really afford to lose?	5.4%	2.5%	2.8%
have you needed to gamble with larger amounts of money to get the same feeling of excitement?	0.0%	2.5%	0.0%
have you gone back another to try and win back the money you lost?	5.4%	1.3%	0.0%
have you borrowed money or sold anything to get money to gamble?	0.0%	0.6%	0.0%
have you felt that you might have a problem with gambling?	0.0%	0.7%	1.4%
have you felt that gambling has caused you any health problems, including stress or anxiety?	5.4%	0.7%	0.0%
have people criticized your betting or told you that you have a gambling problem, whether or not you thought it is true?	3.9%	0.7%	0.0%
have you felt your gambling has caused financial problems for you or your household?	0.0%	0.3%	0.0%
have you felt guilty about the way you gamble or what happens when you gamble?	3.9%	2.2%	0.0%
Percent classified by CPGI as being moderate risk or problem gamblers	10.1%	7.8%	5.6%

Table 67 The percent responding 'most of the time' or 'almost always' to CPGI questions by household income category.

In the past 12 months how often ...	< $30,000 (n=93)	$30-60,000 (n=154)	> $60,000 (n=147)
have you bet more than you could really afford to lose?	6.4%	1.3%	3.0%
have you needed to gamble with larger amounts of money to get the same feeling of excitement?	3.1%	0.6%	2.6%
have you gone back another to try and win back the money you lost?	3.1%	0.0%	2.4%
have you borrowed money or sold anything to get money to gamble?	1.1%	0.0%	0.7%
have you felt that you might have a problem with gambling?	2.2%	0.0%	0.7%
have you felt that gambling has caused you any health problems, including stress or anxiety?	1.1%	0.0%	3.0%
have people criticized your betting or told you that you have a gambling problem, whether or not you thought it is true?	1.1%	0.0%	2.4%
have you felt your gambling has caused financial problems for you or your household?	0.1%	0.0%	0.6%
have you felt guilty about the way you gamble or what happens when you gamble?	3.2%	0.0%	3.6%
Percent classified by CPGI as being moderate risk or problem gamblers	13.9%	6.1%	7.1%

Table 68 The percent responding 'most of the time' or 'almost always' to CPGI questions by household income per capita category.

In the past 12 months how often ...	< $16,000 (n=122)	$16-30,000 (n=136)	> $30,000 (n=136)
have you bet more than you could really afford to lose?	3.3%	2.9%	3.2%
have you needed to gamble with larger amounts of money to get the same feeling of excitement?	2.4%	2.8%	0.8%
have you gone back another to try and win back the money you lost?	1.6%	1.4%	1.8%
have you borrowed money or sold anything to get money to gamble?	0.0%	1.4%	0.0%
have you felt that you might have a problem with gambling?	1.7%	0.6%	0.1%
have you felt that gambling has caused you any health problems, including stress or anxiety?	0.1%	1.3%	2.6%
have people criticized your betting or told you that you have a gambling problem, whether or not you thought it is true?	0.1%	1.4%	1.9%
have you felt your gambling has caused financial problems for you or your household?	0.1%	0.6%	0.0%
have you felt guilty about the way you gamble or what happens when you gamble?	0.9%	2.8%	2.6%
Percent classified by CPGI as being moderate risk or problem gamblers	9.8%	8.4%	6.9%

Appendix B

Comparative Analysis of Other Gambling Problem Indicators

In addition to the CPGI items shown in Appendix A, we asked a number of other questions that shed some light on the incidence of gambling problems. In the tables that follow, we show how the responses to these questions varied across various demographic categories.

Table 69 The percent responding 'yes' to other selected problem gambling questions by gender.

In the past 12 months how often	Men (n=230)	Women (n=217)	Total (n=447)
have you felt that you would like to stop gambling, but didn't think that you could?	7.6%	3.4%	5.7%
have there been times when you were unable to pay bills, missed days at work/school, or had conflict with others due to your gambling?	5.5%	2.2%	3.9%
have you had recurring financial, work or family problems due to your gambling?[1]	3.0%	2.6%	2.8%

Table 70 The percent responding 'yes' to other selected problem gambling questions by age categories.

In the past 12 months how often	18-24 years (n=64)	25-29 years (n=312)	60+ years (n=69)
have you felt that you would like to stop gambling, but didn't think that you could?	3.8%	6.4%	3.2%
have there been times when you were unable to pay bills, missed days at work/school, or had conflict with others due to your gambling?	4.1%	5.0%	0.0%
have you had recurring financial, work or family problems due to your gambling?	4.3%	2.9%	1.0%

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[1] In the survey, all respondents asked this questions were also read the following example: "For example, you were unable to get out of debt, were at risk of losing your job, or were at risk of losing friends or your spouse.

Table 71 The percent responding 'yes' to other selected problem gambling questions by household income categories.

In the past 12 months how often ...	< $30,000 (n=93)	$30-60,000 (n=154)	> $60,000 (n=147)
have you felt that you would like to stop gambling, but didn't think that you could?	7.6%	5.9%	4.8%
have there been times when you were unable to pay bills, missed days at work/school, or had conflict with others due to your gambling?	9.8%	4.4%	0.8%
have you had recurring financial, work or family problems due to your gambling?	5.8%	1.2%	3.1%

Table 72 The percent responding 'yes' to other selected problem gambling questions by household income per capita categories.

In the past 12 months how often ...	< $16,000 (n=122)	$16-30,000 (n=136)	> $30,000 (n=136)
have you felt that you would like to stop gambling, but didn't think that you could?	6.8%	4.6%	6.4%
have there been times when you were unable to pay bills, missed days at work/school, or had conflict with others due to your gambling?	10.4%	0.7%	2.8%
have you had recurring financial, work or family problems due to your gambling?	3.9%	2.2%	2.9%